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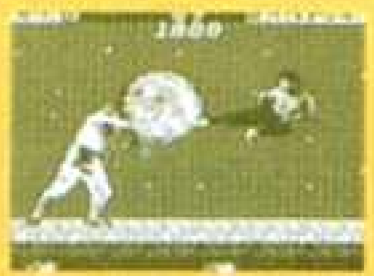
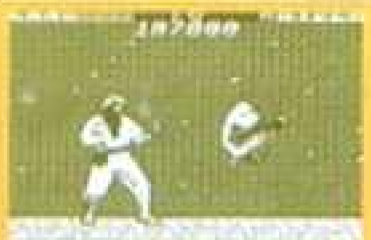
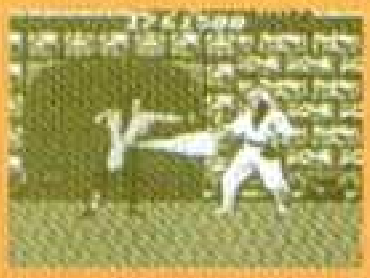
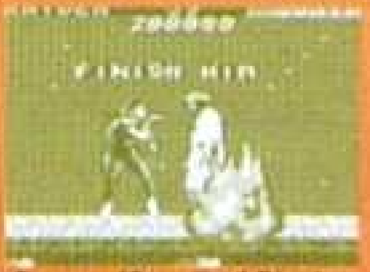
BRITAIN'S NUMBER 1 NINTENDO MAGAZINE

YOURSELF!

: 13 SEPTEMBER 1993

The Mortal Kombat Tournament is about to begin! You are among the most powerful warriors in the world, but only one will become the Supreme Mortal Kombat Warrior and Grand Champion. As ancient wisdom declares, the best warrior is not always he with the best skills, but he with the wisdom to use his skills most effectively. Such wisdom comes with knowledge— of strengths and weaknesses of one's enemies and oneself. In the spirit of competition, the Masters of the Tournament present the following guide to the Mortal Kombat participants. Let the tournament begin!

STRATEGY	SUPER NES™	GAME BOY™
STRENGTHS: Cage is best when fighting close-in. His quickness combines with his special moves to provide a lightning-speed close-in blitzing ability. **WEAKNESSES:** If you can keep your distance from Cage, his arsenal is diminished, and he becomes rather vulnerable. He is also vulnerable to an uppercut if you duck underneath his SHADOW KICK. **COMBINATIONS:** •Flip or flip kick, SHADOW KICK •Jump punch, jump punch, SHADOW KICK	 **SHADOW KICK:** Away, Towards, Low Kick **FIRE:** Away, Towards, Low Punch **SPLIT PUNCH:** Block + Low Punch **FINISHING MOVE:** Towards, Towards, Towards, High Punch	
STRENGTHS: Liu Kang is the fastest warrior in the tournament. His speed is his greatest advantage, often allowing him to beat his opponents to a move they initiated first. Watch your opponents' moves carefully and you can execute the countermove before the original move hits. **WEAKNESSES:** Although Liu Kang's speed makes him an effective fighter at short range, both his special moves are long range weapons, easily predicted and easily counteracted. To counteract his FLYING KICK, merely block. When he hits your block, uppercut him. To counteract his FIREBALLS, flip over them and kick Kang as he is recovering. **COMBINATIONS:** •Jump or flip punch or kick, FLYING KICK •FIREBALL, FLYING KICK.	 **FLYING KICK:** Towards, Towards, High Kick **FIREBALL:** Towards, Towards, High Punch **FINISHING MOVE:** Roll Towards, Down, Away, Up, Towards	 **FLYING KICK:** Towards, Towards, Towards, Kick **FIREBALL:** Away, Away, Punch **FINISHING MOVE:** Towards, Towards, Away, Punch
STRENGTHS: One of the strongest characters in the game, he can throw an opponent literally across the screen. Both his CANNONBALL and his KNIFE THROW do great damage and operate at a distance. **WEAKNESSES:** Kano's strength comes at the expense of quickness. He is among the slower warriors in the tournament. His CANNONBALL, although powerful, leaves him vulnerable to aerial attacks, or to a punch or kick if the CANNONBALL is blocked. **COMBINATIONS:** •Flip punch or kick, CANNONBALL	 **CANNONBALL:** Roll Towards, Down, Away, Up, Towards. Hold Block to spin in place. **KNIFE THROW:** Away, Towards while holding Block **FINISHING MOVE:** Roll Down, Towards, Low Punch	 **CANNONBALL:** Towards, Down, Away. Hold Block to sp in place. **KNIFE THROW:** Away, Towards, Punch **FINISHING MOVE:** Down, Towards, Towards, Kick
STRENGTHS: Rayden is an extremely versatile fighter. His special moves make him effective both near and far away from his opponent. **WEAKNESSES:** Rayden's special moves can be turned against him. He can't TELEPORT out of a corner. When he does TELEPORT, he is vulnerable to a quick uppercut as he rematerializes. During the recovery from a blocked TORPEDO he can be attacked with long-distance weapons. He is especially vulnerable to Kang's FLYING KICK and Kano's CANNONBALL during this time. **COMBINATIONS:** • Flip punch or kick, TORPEDO, LIGHTNING • Flip punch, flip punch, TORPEDO	 **TORPEDO:** Away, Away, Towards **LIGHTNING:** Roll Down, Towards, Low Punch **TELEPORT:** Down, Up **FINISHING MOVE:** Towards, Away, Away, Away, High Punch	 **TORPEDO:** Away, Away, Away, Towards **LIGHTNING:** Towards, Towards, Punch **TELEPORT:** Down, Towards **FINISHING MOVE:** Away, Towards, Down, (Standing) Bloc
STRENGTHS: A solid fighter, he is particularly adept at flip kicks and flip punches. Use his SLIDE in place of a foot sweep. It does more damage and leaves you less vulnerable. His DEEP FREEZE gives him a free shot at his opponent which can be used to initiate combinations. **WEAKNESSES:** Sub Zero's DEEP FREEZE is the only projectile weapon which does not do damage. This puts him at a disadvantage when trying to fight at long range. **COMBINATIONS:** •FREEZE, jump kick, SLIDE •FREEZE, uppercut, SLIDE	 **FREEZE:** Down, Towards, Low Punch **SLIDE:** Away + Block + Low Punch + Low Kick **FINISHING MOVE:** Towards, Down, Towards, High Punch	 **DEEP FREEZE:** Away, Towards, Kick **SLIDE:** Towards, Down, Punch **FINISHING MOVE:** Towards, Down, Towards, Punch
STRENGTHS: Like Sub Zero, Scorpion is adept at flip kicks and punches. His HARPOON does double damage— it does damage when it hits, and gives him an additional free shot. It is particularly effective as a short range weapon when there is little time for it to be blocked. **WEAKNESSES:** Scorpion is prone to being trapped in a corner, as he cannot use his DECOY to escape. His special moves leave him extremely vulnerable. It takes several seconds for him to recover after throwing his HARPOON. To stop his DECOY, duck then deliver an uppercut. **COMBINATIONS:** •Jump kick, HARPOON, uppercut •DECOY, HARPOON, uppercut	 **HARPOON:** Away, Away, Low Punch **DECOY:** Roll Down, Away, High Punch **FINISHING MOVE:** Hold Block Up, Up (must be proper distance away to work)	 **HARPOON:** Away, Away, Punch **DECOY:** Towards, Down, Punch **FINISHING MOVE:** Towards, Towards, Towards, Block (must be proper distance away to work)
STRENGTHS: Sonya controls the skies with her powerful SQUARE WAVE PUNCH, a move which can knock any jumping or flipping warrior right out of the air, and can move her out of harm's way in an instant. Her foot sweep is the quickest and has the most range of any warrior in the tournament. **WEAKNESSES:** Sonya has a very short range on her FLIP KICK and punches, making her overly reliant on her special moves. Ducking underneath her leg grab leaves her completely open to an uppercut. **COMBINATIONS:** •Jump Kick, LEG GRAB •Throw, SONIC RINGS	 **LEG GRAB:** Down + Low Punch + Low Kick + Block **SONIC RINGS:** Low Punch, Away, Low Punch **SQUARE WAVE PUNCH:** Towards, Away, High Punch **FINISHING MOVE:** Towards, Towards, Away, Away, Block	 **LEG GRAB:** Down + (Standing) Block **SONIC RINGS:** Away, Away, Punch **SQUARE WAVE PUNCH:** Towards, Away, Away, Toward **FINISHING MOVE:** Away, Away, Towards, Block
STRENGTHS: His extreme strength makes him a dangerous foe. Keep your distance at all costs. Should he catch you, he'll beat you with his upper arms while holding you with his lower arms, and throw you to the ground,-- sapping almost half your strength. **WEAKNESSES:** Few. Goro has a tendency to block more than he should, often allowing you multiple opportunities to try a jump punch or jump kick. When he tries to stomp you, do a reverse flip kick away from him, then launch a projectile weapon. He is extremely vulnerable to projectile weapons when he is getting up from the ground.	 **BEWARE,** Goro has a very long reach!	 Keep your distance and use your special moves!
STRENGTHS: Oddly, Tsung's ability to transform into any of the other combatants, complete with their abilities and special moves is not Tsung's most powerful weapon. It's his fireballs. Unless he is hit, he releases them in bursts of three or four which can nearly finish a warrior off! **WEAKNESSES:** Tsung's most glaring weakness is his transformation. Although he may have the abilities of the characters he becomes, he also has their disadvantages, and he uses his most powerful weapon, his fireballs. Take advantage of Tsung's non-Goro transformations to attack. If you hit him continuously, he cannot change back to Tsung or Goro.	 Hit Shang Tsung continuously so he does not transform	 Shang Tsung is your final and greatest challenge!

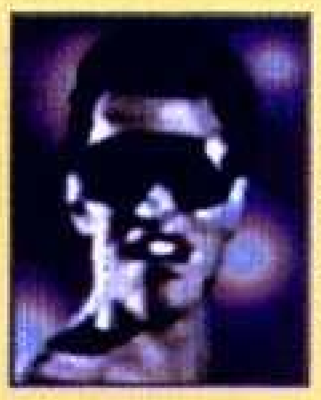
PREPARE YOURSELF!

MORTAL MONDAY: 13 SEPTEMBER 1993

WARRIOR PROFILE

STRATEGY

JOHNNY CAGE



REAL NAME: JOHN CARLTON
AGE: 29
HEIGHT: 6'1"
WEIGHT: 200
HAIR: BROWN
EYES: BLUE
LEGAL STATUS: CITIZEN OF THE UNITED STATES OF AMERICA

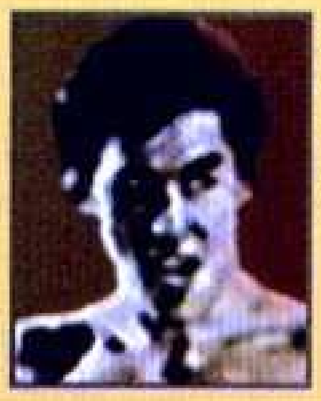
KNOWN RELATIVES: ROBERT CARLTON, FATHER
ROSE CARLTON, MOTHER
REBECCA CARLTON, SISTER
CINDY FORD, WIFE (DIVORCED)
BIRTHPLACE: VENICE, CALIFORNIA
OCCUPATION: ACTOR

STRENGTHS: Cage is best when fighting close-in. His quickness combines with his special moves to provide a lightning-speed close-in blitzing ability.

WEAKNESSES: If you can keep your distance from Cage, his arsenal is diminished, and he becomes rather vulnerable. He is also vulnerable to an uppercut if you duck underneath his SHADOW KICK.

COMBINATIONS:
- Flip or flip kick, SHADOW KICK
- Jump punch, jump punch, SHADOW KICK

LIU KANG



AGE: 24
HEIGHT: 5'10"
WEIGHT: 185
HAIR: BLACK
EYES: BROWN
LEGAL STATUS: CITIZEN OF THE PEOPLES REPUBLIC OF CHINA

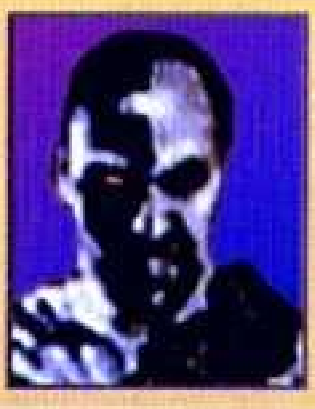
KNOWN RELATIVES:
LEE KANG, FATHER (DECEASED)
LIN KANG, MOTHER (DECEASED)
CHOW KANG, BROTHER (WHEREABOUTS UNKNOWN)
BIRTHPLACE: HONAN PROVINCE, CHINA
OCCUPATION: SHAOLIN MONK, FISHERMAN

STRENGTHS: Liu Kang is the fastest warrior in the tournament. His speed is his greatest advantage, often allowing him to beat his opponents to a move they initiated first. Watch your opponents' moves carefully and you can execute the countermove before the original move hits.

WEAKNESSES: Although Liu Kang's speed makes him an effective fighter at short range, both his special moves are long range weapons, easily predicted and easily counteracted. To counteract his FLYING KICK, merely block. When he hits your block, uppercut him. To counteract his FIREBALLS, flip over them and kick Kang as he is recovering.

COMBINATIONS:
- Jump or flip punch or kick, FLYING KICK
- FIREBALL, FLYING KICK.

KANO



AGE: 35
HEIGHT: 6'
WEIGHT: 205
HAIR: BLACK
EYES: 1 BROWN,
1 INFRA-RED (BUILT INTO METAL IMPLANT)
LEGAL STATUS:
DEPORTED FROM JAPAN, WANTED CRIMINAL IN 35 COUNTRIES

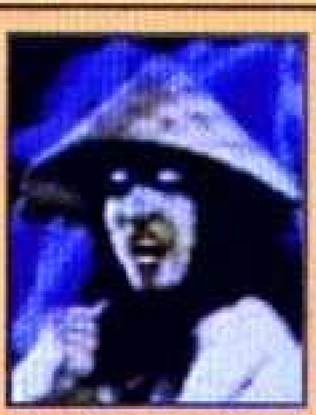
KNOWN RELATIVES: NONE— WAS ORPHANED AS A SMALL CHILD BY AN
AMERICAN WOMAN IN TOKYO
BIRTHPLACE: UNKNOWN
OCCUPATION: CRIMINAL MEMBER OF THE BLACK DRAGON ORGANIZATION

STRENGTHS: One of the strongest characters in the game, he can throw an opponent literally across the screen. Both his CANNONBALL and his KNIFE THROW do great damage and operate at a distance.

WEAKNESSES: Kano's strength comes at the expense of quickness. He is among the slower warriors in the tournament. His CANNONBALL, although powerful, leaves him vulnerable to aerial attacks, or to a punch or kick if the CANNONBALL is blocked.

COMBINATIONS:
- Flip punch or kick, CANNONBALL

RAYDEN



AGE: ETERNAL
HEIGHT: 7'
WEIGHT: 350
HAIR: BLACK
EYES: NONE

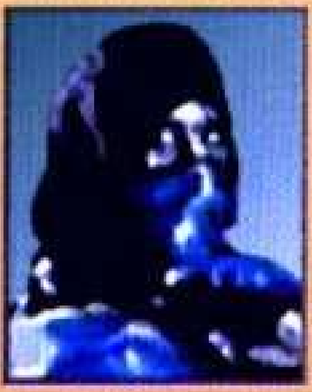
LEGAL STATUS: MYSTIC— DOES NOT APPLY
KNOWN RELATIVES: NONE
OCCUPATION: THUNDER WARRIOR

STRENGTHS: Rayden is an extremely versatile fighter. His special moves make him effective both near and far away from his opponent.

WEAKNESSES: Rayden's special moves can be turned against him. He can't TELEPORT out of a corner. When he does TELEPORT, he is vulnerable to a quick uppercut as he rematerializes. During the recovery from a blocked TORPEDO he can be attacked with long-distance weapons. He is especially vulnerable to Kang's FLYING KICK and Kano's CANNONBALL during this time.

COMBINATIONS:
- Flip punch or kick, TORPEDO, LIGHTNING
- Flip punch, flip punch, TORPEDO

SUB-ZERO



REAL NAME: UNKNOWN
AGE: 32
HEIGHT: 6'2"
WEIGHT: 210
HAIR: BLACK
EYES: BROWN
LEGAL STATUS: NONE, HOWEVER RESIDES SOMEWHERE IN CHINA

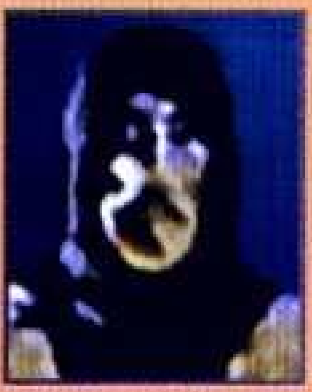
KNOWN RELATIVES: NONE
BIRTHPLACE: UNKNOWN
OCCUPATION: LIFE LONG MEMBER OF THE LIN KUEI, A RARE CLAN OF CHINESE, NINJA WARRIOR

STRENGTHS: A solid fighter, he is particularly adept at flip kicks and flip punches. Use his SLIDE in place of a foot sweep. It does more damage and leaves you less vulnerable. His DEEP FREEZE gives him a free shot at his opponent which can be used to initiate combinations.

WEAKNESSES: Sub Zero's DEEP FREEZE is the only projectile weapon which does not do damage. This puts him at a disadvantage when trying to fight at long range.

COMBINATIONS:
- FREEZE, jump kick, SLIDE
- FREEZE, uppercut, SLIDE

SCORPION



REAL NAME: UNKNOWN
AGE: 32
HEIGHT: 6'2"
WEIGHT: 210
HAIR: BLACK
EYES: VARIES
LEGAL STATUS: SCORPION IS A REINCARNATED SPECTER AND HAS NO LEGAL STATUS.

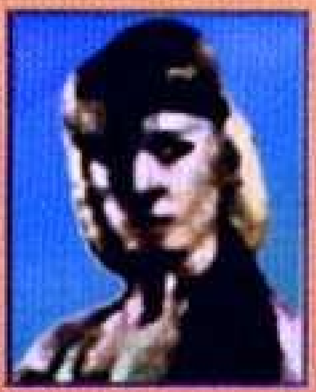
KNOWN RELATIVES: WIFE AND CHILD IN
A FORMER LIFE
BIRTHPLACE: IN FORMER LIFE— UNKNOWN
OCCUPATION: IN FORMER LIFE— UNKNOWN
AS SCORPION— A LOST SOUL BENT ON REVENGE

STRENGTHS: Like Sub Zero, Scorpion is adept at flip kicks and punches. His HARPOON does double damage— it does damage when it hits, and gives him an additional free shot. It is particularly effective as a short range weapon when there is little time for it to be blocked.

WEAKNESSES: Scorpion is prone to being trapped in a corner, as he cannot use his DECOY to escape. His special moves leave him extremely vulnerable. It takes several seconds for him to recover after throwing his HARPOON. To stop his DECOY, duck then deliver an uppercut.

COMBINATIONS:
- Jump kick, HARPOON, uppercut
- DECOY, HARPOON, uppercut

SONYA BLADE



AGE: 26
HEIGHT: 5'10"
WEIGHT: 140
HAIR: BLOND
EYES: BLUE
LEGAL STATUS:
CITIZEN OF THE UNITED STATES OF AMERICA

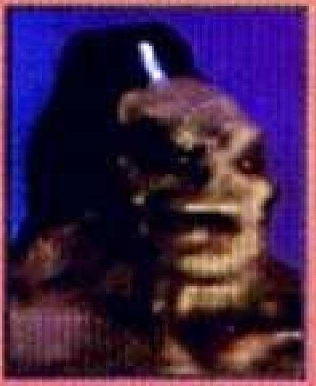
KNOWN RELATIVES:
MAJOR HERMAN BLADE, FATHER
ERICA BLADE, MOTHER
DANIEL BLADE, TWIN BROTHER, (DECEASED)
BIRTHPLACE: AUSTIN, TEXAS
OCCUPATION: LIEUTENANT IN THE U.S. ARMY, MEMBER OF A SPECIAL PARA-MILITARY
POLICE FORCE

STRENGTHS: Sonya controls the skies with her powerful SQUARE WAVE PUNCH, a move which can knock any jumping or flipping warrior right out of the air, and can move her out of harm's way in an instant. Her foot sweep is the quickest and has the most range of any warrior in the tournament.

WEAKNESSES: Sonya has a very short range on her FLIP KICK and punches, making her overly reliant on her special moves. Ducking underneath her leg grab leaves her completely open to an uppercut.

COMBINATIONS:
- Jump Kick, LEG GRAB
- Throw, SONIC RINGS

GORO



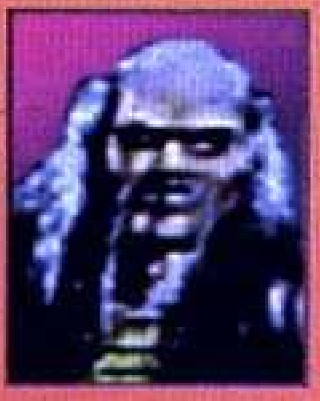
AGE: 2000
HEIGHT: 8'2"
WEIGHT: 550
HAIR: BLACK
EYES: RED
LEGAL STATUS: EARTH— NONE
OUTWORLD— PRINCE OF KUATAN

KNOWN RELATIVES: KING GORBAK, FATHER
QUEEN MAI, MOTHER
GORO ALSO HAS 7 WIVES
BIRTHPLACE: KUATAN, 4TH ASTRAL PLANE OF SHOKAN, REALM OF THE OUTWORLD.
OCCUPATION: PRINCE OF KUATAN, RULER SUPREME OF SHOKAN'S ARMIES.

STRENGTHS: His extreme strength makes him a dangerous foe. Keep your distance at all costs. Should he catch you, he'll beat you with his upper arms while holding you with his lower arms, and throw you to the ground,-- sapping almost half your strength.

WEAKNESSES: Few. Goro has a tendency to block more than he should, often allowing you multiple opportunities to try a jump punch or jump kick. When he tries to stomp you, do a reverse flip kick away from him, then launch a projectile weapon. He is extremely vulnerable to projectile weapons when he is getting up from the ground.

SHANG TSUNG



THE SHAOLIN TOURNAMENT FOR MARTIAL ARTS WAS FOR AGES A COMPETITION OF HONOR AND GLORY. WARRIORS FROM AROUND THE WORLD WERE INVITED TO TAKE PART, EACH SEEKING TO WIN THE TITLE OF GRAND CHAMPION.
SHANG TSUNG WAS ONE OF THOSE WARRIORS. UPON ENTERING THE TOURNAMENT HE IMMEDIATELY WON THE TITLE. BUT, UNKNOWN TO THE SHAOLIN WHO WERE HOSTS OF THE CONTEST, EACH OF TSUNG'S VICTORIES ADDED TO A HIDDEN DARK AND DESTRUCTIVE POWER.
TODAY, 500 YEARS LATER THE CONTEST BEGINS ANEW AS WARRIORS ONCE AGAIN GATHER TO TAKE PART IN **MORTAL KOMBAT.**

STRENGTHS: Oddly, Tsung's ability to transform into any of the other combatants, complete with their abilities and special moves is not Tsung's most powerful weapon. It's his fireballs. Unless he is hit, he releases them in bursts of three or four which can nearly finish a warrior off!

WEAKNESSES: Tsung's most glaring weakness is his transformation. Although he may have the abilities of the characters he becomes, he also has their disadvantages, and he uses his most powerful weapon, his fireballs. Take advantage of Tsung's non-Goro transformations to attack. If you hit him continuously, he cannot change back to Tsung or Goro.

MORTAL KOMBAT

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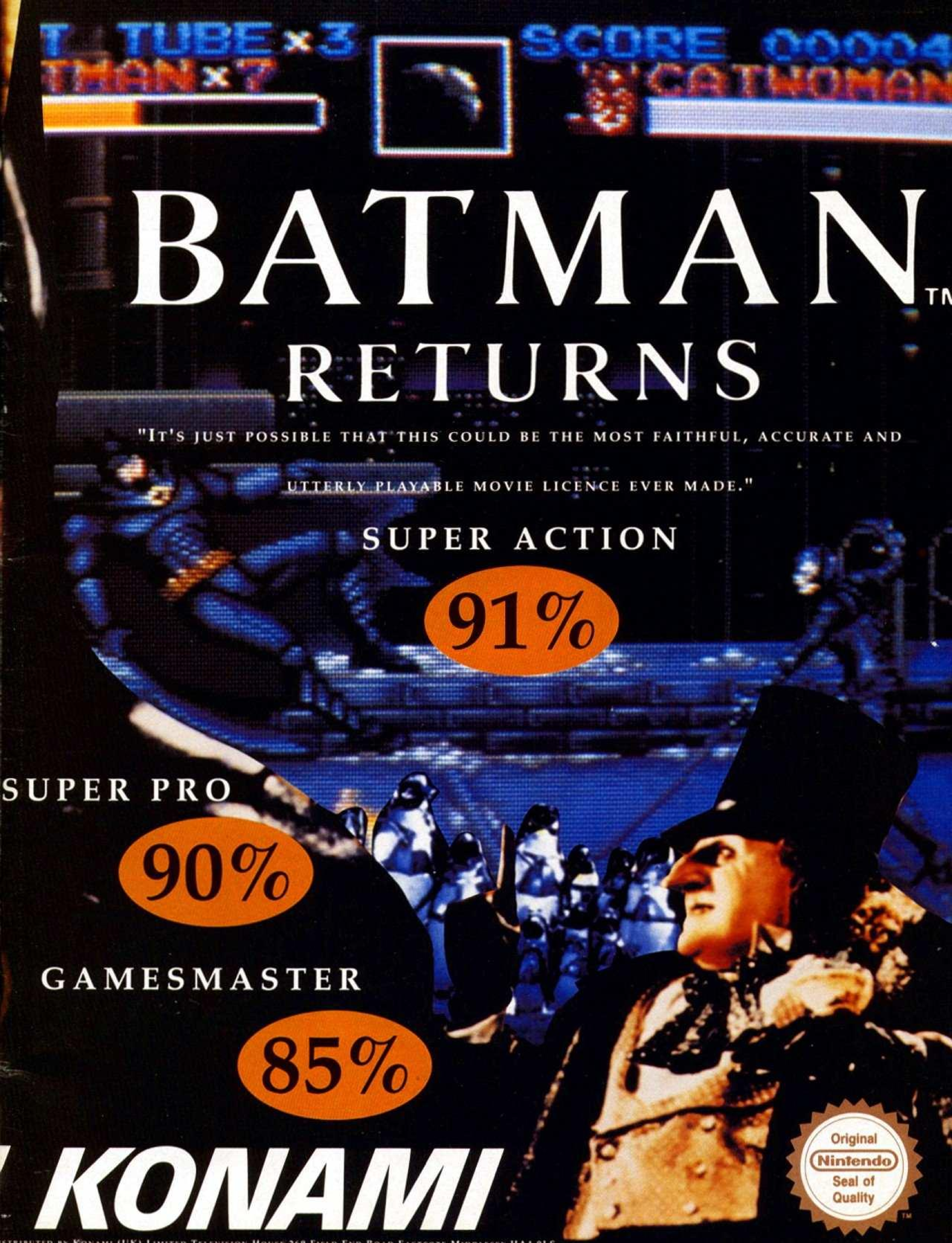
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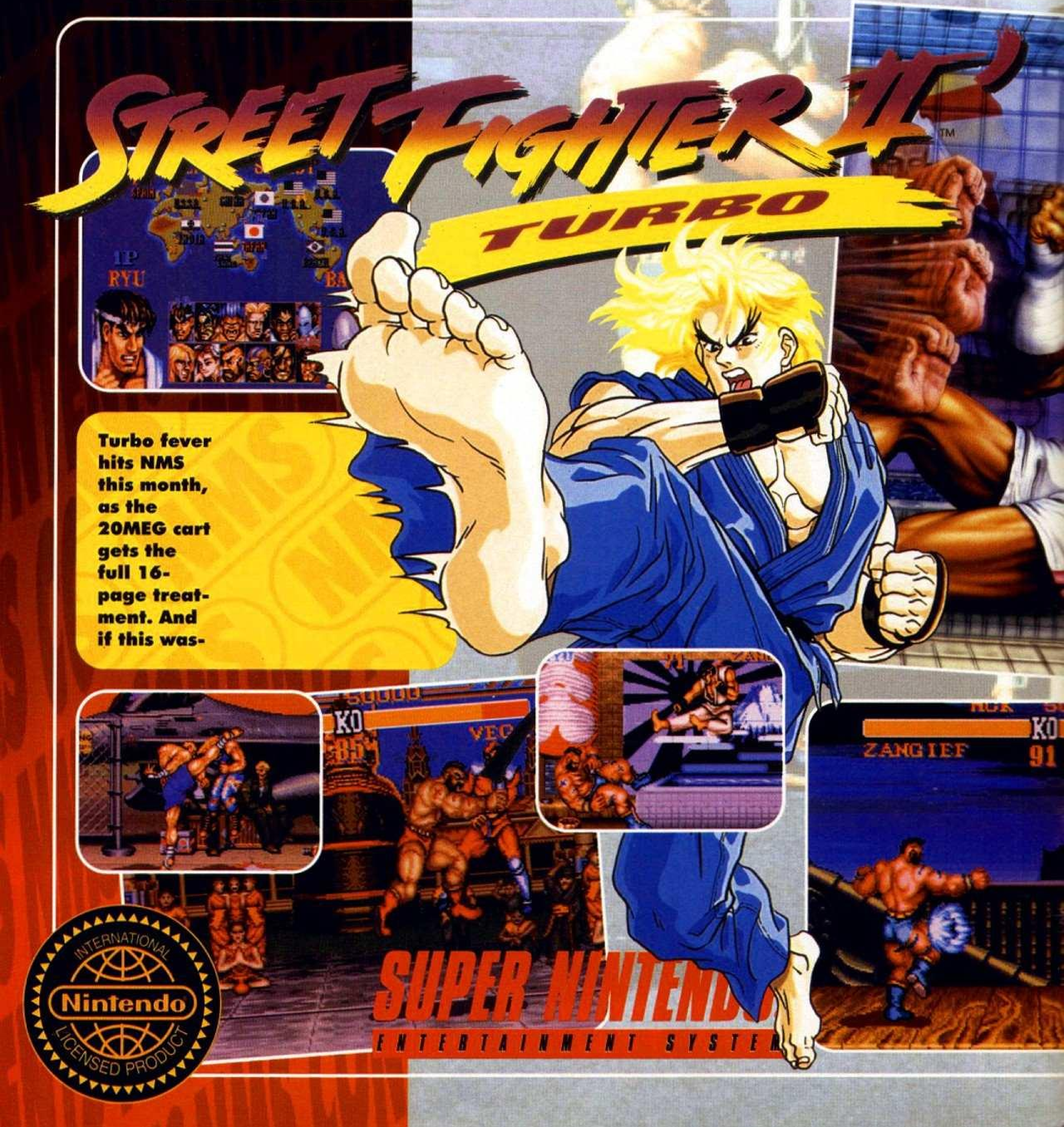
STREET FIGHTER II' TURBO
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Turbo fever hits NMS this month, as the 20MEG cart gets the full 16-page treatment. And if this was-

TS

ISSUE 12
SEPT 1993

Zombies

It's Previewville, Arizona, this month, as we unveil the best games about to hit your Super NES. Konami's stunning Zombies leads the way, with previews of Sensible Soccer, Clay Fighters, and Robocop Vs Terminator close behind. And on the review front we have Yoshi's Safari (and his Cookies), Asterix and GP1. First, though, turn to the News pages for CLEAR shots of the latest games - not just pics ripped out of Jap mags. Ooh, get us...

GAME BOY

Wahey! Wahey! Wahey! Link finally makes it to the Game Boy - and, my, what a goody it is, too. Link's Awakening gets the full six-page treatment inside, whilst Game Boy fans can also look forward to reviews of Garfield, Edd The Duck, and Nigel Mansell.

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SPECIAL THANKS TO: Rob Bright, Angela Newnes, and my Mum!

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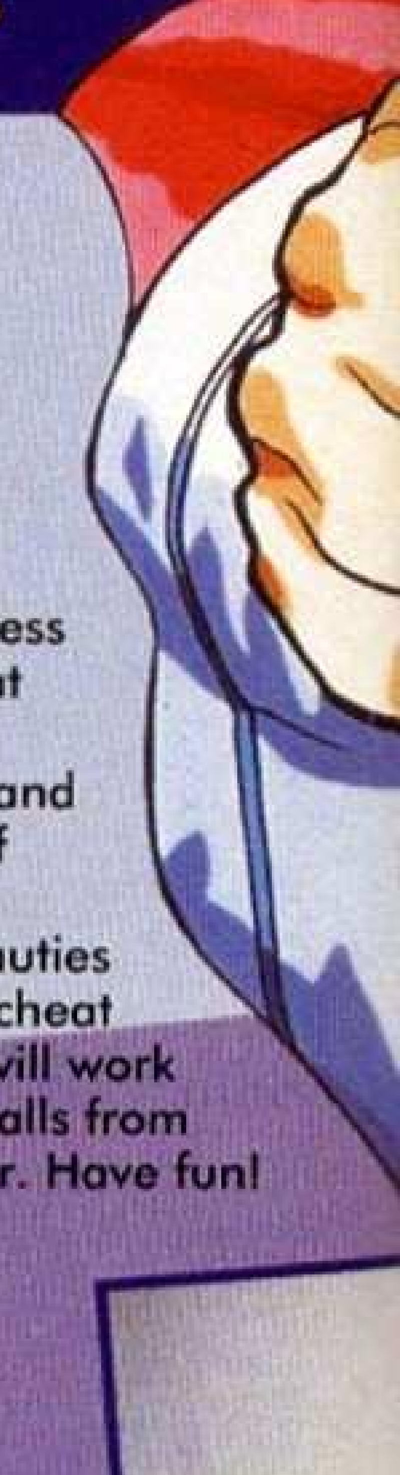
THE LAST BIT
Hello, Steve here. Oh damn, I've run out of room. 'Bye.

EDITOR

Welcome to the First Birthday issue of Britain's best-read Nintendo magazine. Did you know the best part of half a million people read these pages each and every month? Well now you do! This First Anniversary issue is jam-packed with what we do best, including our biggest ever Review of a single game - Street Fighter Turbo - which gets an awesome sixteen pages all to itself. If that's not enough, check out the outrageously amazing double whopper poster nestling within these very pages - with the second half of the biggest Turbo poster in history to follow next month! How do we do it all for under two quid? You tell me! In fact, that's what we've been asking you to do over the past few months, through a fair old whack of Market Research. The idea is that we listen to all your views and deliver the magazine you want - and we're still ploughing through the mountain of replies received. However, one thing has come out which has really got my goat. Some people seem to think that we rate Nintendo games too highly because we're the officially licensed magazine. Frankly, I've never heard so much crap in my life. Check out any issue of the mag and you'll find that we're the sternest taskmasters in the business. Final Fight 2 is one example which springs to mind: one of the most important Super NES titles of the year. The game scored 58 per cent and won the endorsement: "An absolute waste of good plastic." And that's just one of many. Even Nintendo products don't escape unscathed. We've been less than enthusiastic about a couple of NCL products of late, and you'll find the proof right here in the mag. If a game is great we tell you, and if it's cack to be avoided we shout loudest of all. How can we do this? It's very simple: Nintendo are so big that they can take the rough with the smooth. That's



STOP PRESS...STOP PRESS...STOP PRESS..
INCREDIBLE TURBO HYPER CHEAT REVEALED! EXCLUSIVE!

STOP THE PIGEON! Just as this issue wings its way to the printers our contacts in Japan reveal details of the most awesome Street Fighter Turbo cheat known to man! Incredibly, this cheat will actually SPEED UP the Turbo cart, making the game faster than anything you'll find in the arcades - even the pirate Black Belt editions of the game! Instead of the normal four stars of speed to choose from, you'll now get ten - and at full pelt the game is quite blindingly fast. Not only do the characters move at Hyper Turbo speed, but the timer whizzes down faster and EVERYTHING is speeded up. Here's how you do it: on Power Up wait until the Capcom logo has faded and the music starts. Then press Down, R, Up, L, Y, B, X and A in that order. You have to do it before the scrolling Turbo message comes up and you'll hear the familiar little jingle if you've done it right. Now go to the Turbo stars and rack those little beauties up to ten. As described above, this cheat carries the NMS Guarantee that it will work - and we're not going to take any calls from sad people who can't get it together. Have fun!

THEY FOUND ME ON THE DOORSTEP - HONEST

Parental Advisory stickers. A warning against possible subversive messages on records such as SingalonaSatan by Intestinal Foraging, or a caution against the possible psyche-damaging effects of particularly ungainly sires? The evidence presented to the NMS crew suggests the latter is by far the most urgent use for these labels. Witness this picture. I mean, just look at the state of *that* for God's sake. At best, this is a dire result of fancy dress gone wrong. However, Tony Carter of Freeland, Oxon, tells a different story. Tony's life was cursed from the outset by this, his mother, reportedly brought up in the wild by a pack of roving amoebas. Since being integrated into civilised society she's spent her life in a constant state of evolution, having only just caught up with the early Roman Era right now. This photograph was taken when Mrs Carter was in fact pregnant with poor Tony. No wonder he turned out such a pitiful excuse for a man.

IAL

why this mag is here and that's why it's Number One. Right, that's this month's rant finished. On with the show!
TIM BOONE

STREET FIGHTER II TURBO
HYPER FIGHTING
TURBO ★★★★★★★★★★
NORMAL
OPTION

NINTENDO PEOPLE SYSTEM

SONS OF BEACHES

JULIAN "PUDDING" RIGNALL

"The scariest thing I ever saw ever in my whole life ever was when I was seven and I watched War of the Worlds. All those scary men dressed in white throwing things at each other and shouting in their Northern accents. I nearly cacked my pants."

FAVE READER BRIBE TO GET STUFF PRINTED: SWEETS
CURRENT FAVE GAMES:MARIO ALL-STARS, TURBO

TIM "GIRL'S BLOUSE" BOONE

"The brickingmost film of all time for genuine all-round scariness has got to be the original Omen. Especially the bits where the woman's going to jump from the window and that Irish bloke has an argument with a lightning pole. I was so spooked I thought my backside was going to explode."

FAVE READER BRIBE TO GET STUFF PRINTED: SWEET
CURRENT FAVE GAMES: TURBO

STEVE "CHIM CHIM-ER-EE" MERRETT

"It takes a lot to scare me, but there's one film that has plenty of behind-the-sofa bits. That Mary Poppins. Gor, whoever came up with that was an evil genius. Just thinking of how nice that woman is, and that poignant bird feeding...it's enough to turn a man's stomach."

FAVE READER BRIBE TO GET STUFF PRINTED: GORE FILMS AND HORROR MEMORABILIA
CURRENT FAVE GAMES:BOMBERMAN.

GARY "PREVIOUS" HARROD

"When I was a kid my caring parents took me to see The Amityville Horror 2. I was dead scared and nearly had to leave halfway through, but my parents understood. In fact, they helped me through the experience with trauma therapy, by running blood down the walls and hurling household objects at me when I least expected it, to confront my fear of poltergeists and that."

ANDY "LATEX LOVELY" MCVITTIE

"Regular readers will already know of my fear of sharks, but now is the time for everyone to find out where this stems from. It was back when Spielberg was just a nipper (ho ho) and he came up with Jaws. Seeing the chillingly realistic exploits of a shark obviously made out of rubber just made we wonder what a real one, one that looks at least half-way convincing, could do. Brrr."

FAVE BRIBE TO GET STUFF PRINTED: UNMARKED BANKNOTES
CURRENT FAVE GAMES: LOST VIKINGS, STRIKER, MARIO ALL-STARS

RADION "TOMMY" AUTOMATIC

"The scariest film I've ever seen is Bad Karma, by Bad Karma Productions. It's not the monsters or the special effects that are so terrifying though, it's the sight of our rake-like erstwhile designer Tom Cox wandering around half-naked in bondage gear with a big whip and lipstick on his chest. That gave me nightmares for weeks, that."

CURRENT FAVE BRIBE TO GET STUFF PRINTED: SHAMPOO
CURRENT FAVE GAMES:MARIO KART, ALIEN3, YOSHI'S COOKIE, ZOMBIES

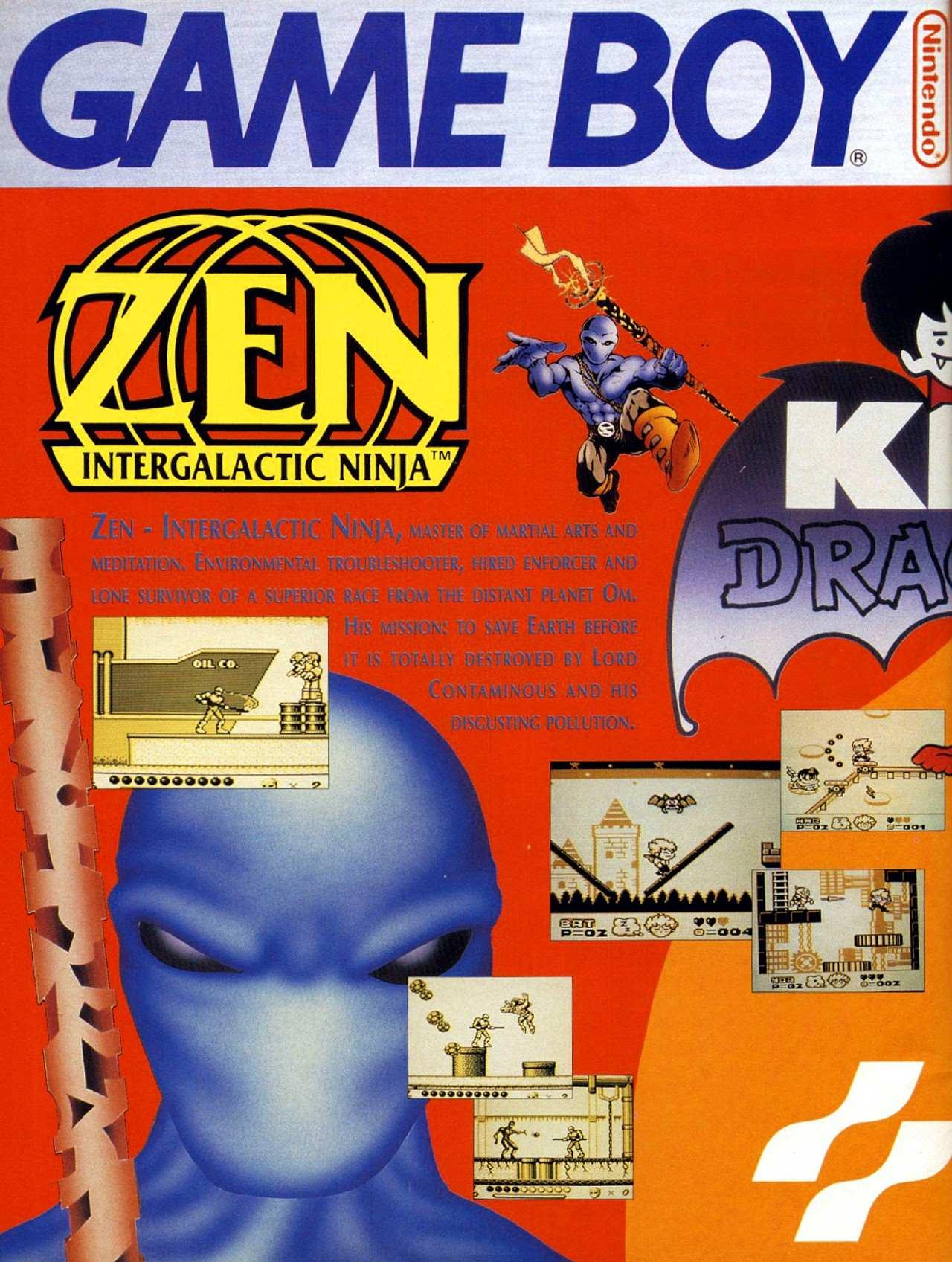
PAUL "BIG SISSY" DAVIES

"Scariest ever has got to be Jurassic Park. It's all true, it iiiiss! The dinosaurs are coming to get us! Those velo...veli...those little ones are dead deadly and they're all going to kill us and they can really make dinosaurs and everything. It's real. It iiiiiiiss!"

FAVE BRIBE TO GET STUFF PRINTED: A DATE WITH KIRBY
CURRENT FAVE GAMES: MARIO ALL-STARS, MARIO KART, TURBO

DAVE "COWARDLY GIBBON" KELSALL

"When I were a lad there were none of them 'video nasties' like what you get nowadays. The scariest film I ever saw was the Wizard of Oz. The special effects on that horrible witch were amazing - I'll never know how they got her face to turn green. And then they made that man out of tin, it was well scary."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=004
P=02
=001
P=02
=002

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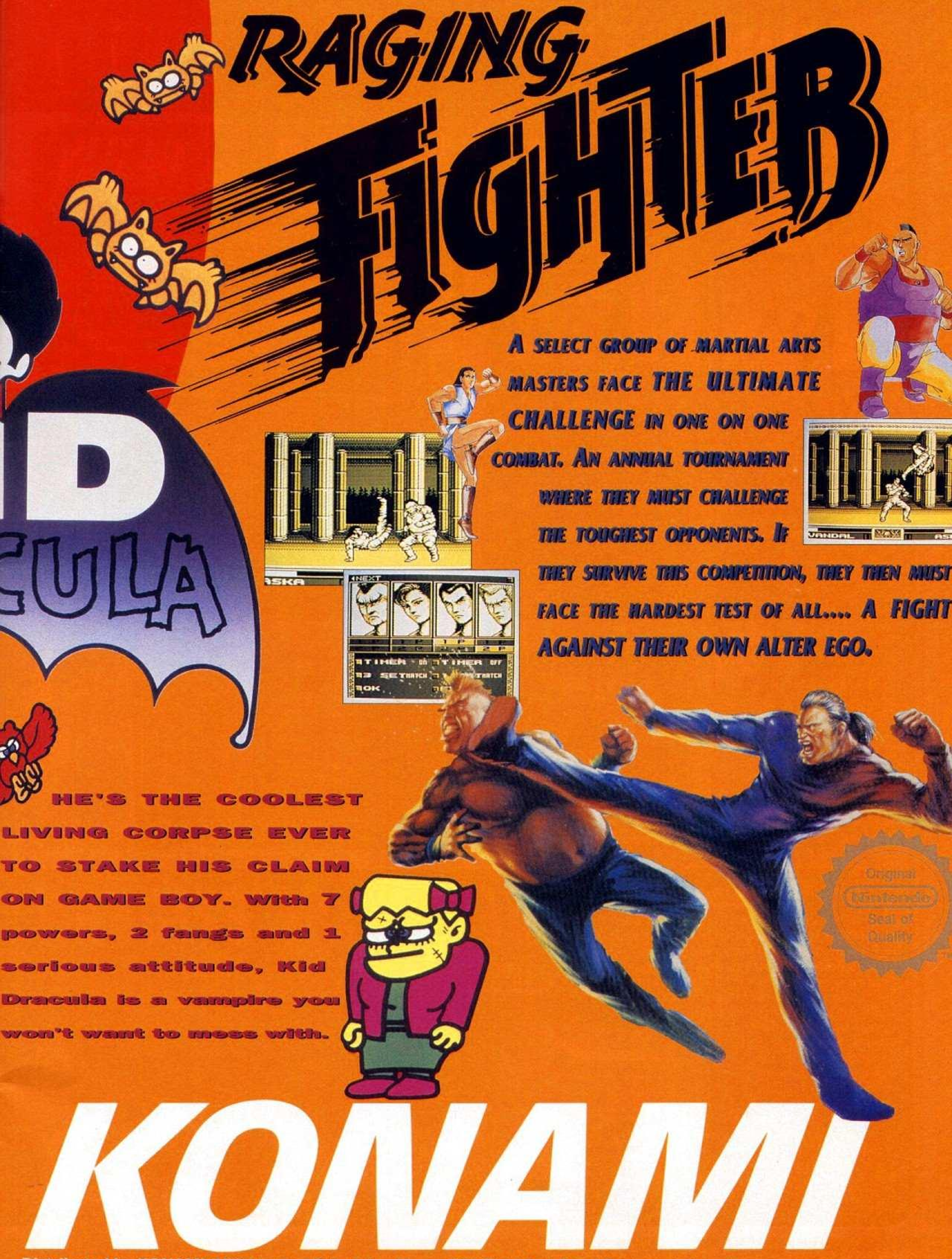
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CULA
VANDAL
ASKA
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HE'S THE COOLEST LIVING CORPSE EVER TO STAKE HIS CLAIM ON GAME BOY. With 7 powers, 2 fangs and 1 serious attitude, Kid Dracula is a vampire you won't want to mess with.

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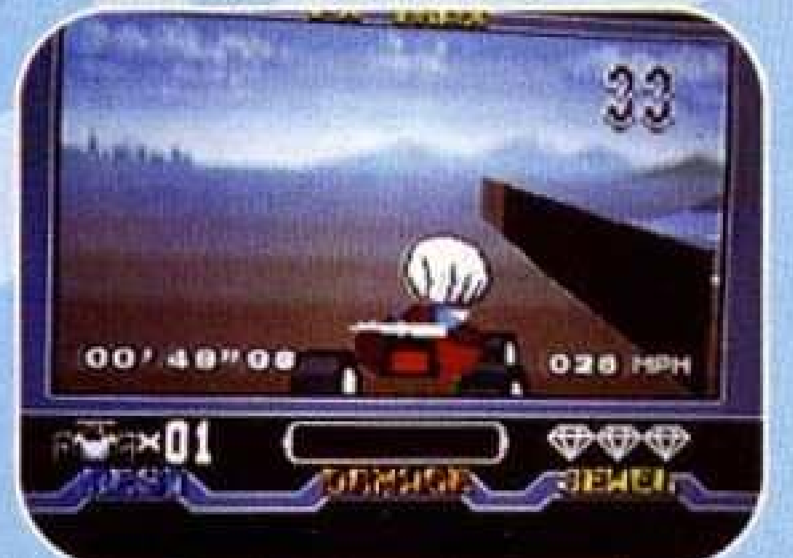
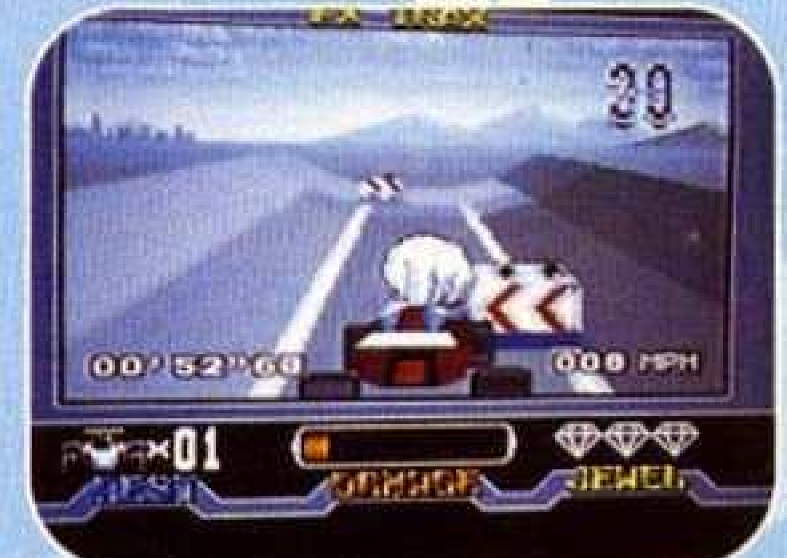
NINTENDO MAKE TRAX!

As mentioned last month, work is well under way on Argonaut's latest SFX game - FX Trax. Looking like a cross between Geoff Crammond's Amiga classic, Stunt Car Racer, and the likes of Pole Position and Buggy Boy. As expected from the Starwing boys, Trax is chocful of smart ideas, including a nifty scene where the car literally explodes when it hits something - only to magically reassemble as the bits fall neatly together. Similarly, the car adapts its size to pass through small or narrow gaps and recovers from some of the most impressive rolls seen since Joe's Bagel Emporium went bust. The bad news is, FX Trax isn't slated for a UK release until sometime in 1994, but expect more news very, very soon.


FX TRAX
33
00'48"08
028 MPH
×01
REST
DAMAGE
JEWEL

▲ Look everybody, an escaping airbag!


FX TRAX
29
00'52"60
008 MPH
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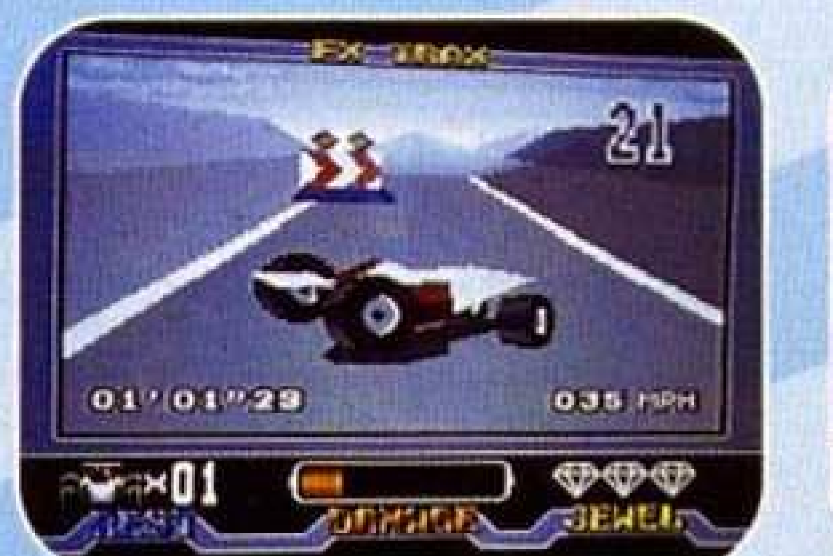
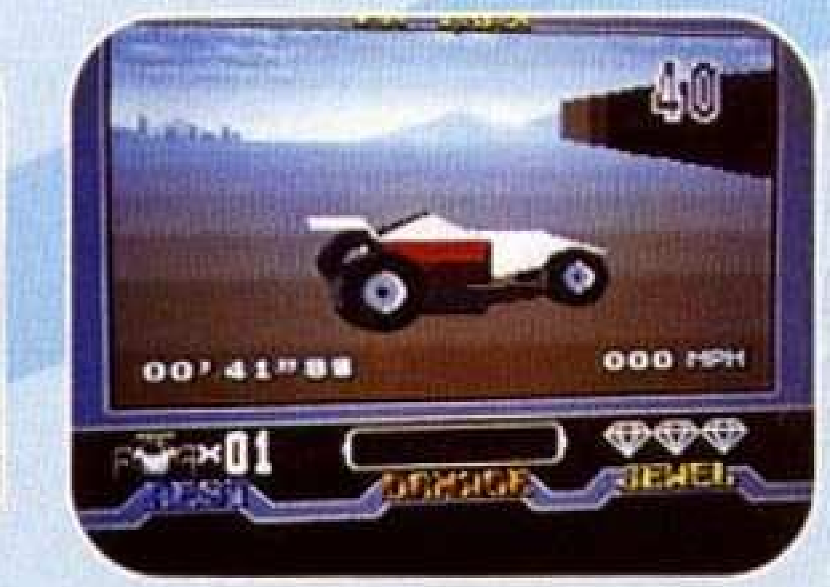
REST
DAMAGE
JEWEL

▲ Mind out for the chevron, Marlon...


FX TRAX
21
01'01"23
035 MPH
×01
REST
DAMAGE
JEWEL

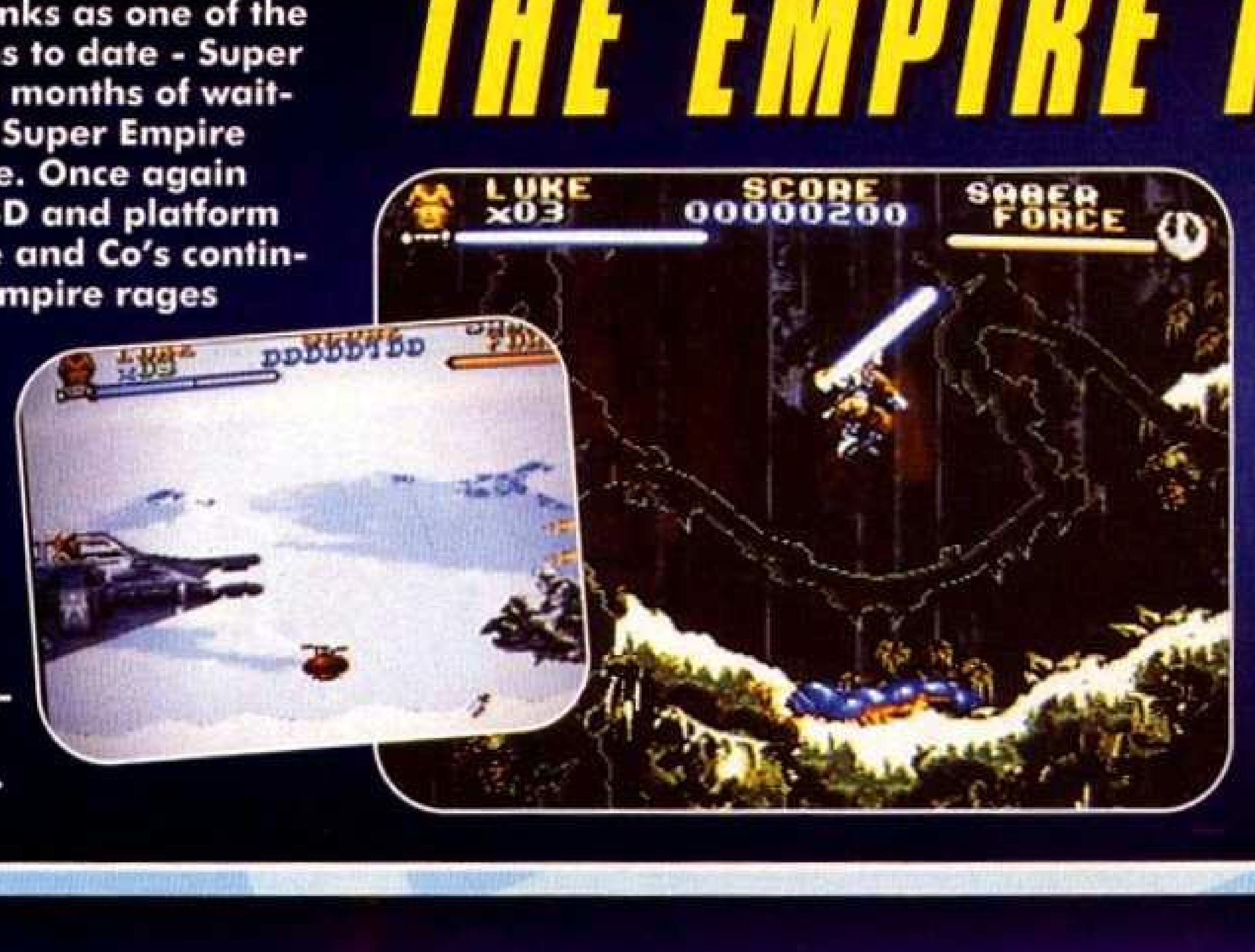
▲ I just knew we should have turned left at Alberkoikee (tee-ho)...


40
00'41"88
000 MPH
×01
REST
DAMAGE
JEWEL

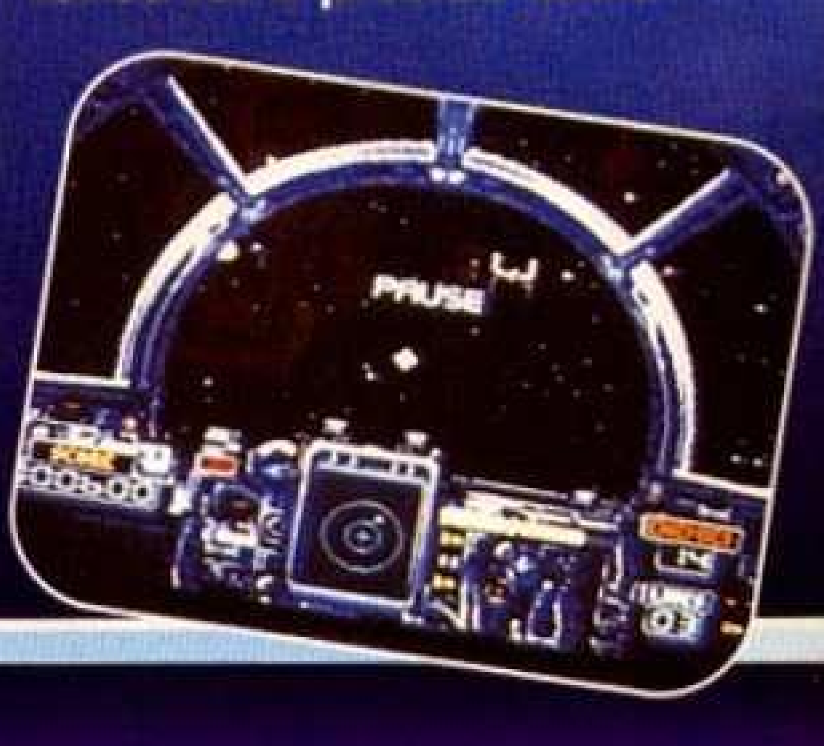
▲ Please note: parking on the grass is very dangerous and should not be tried at home.

THE EMPIRE RETURNS

A long time ago, in an issue far, far away NMS reviewed what ranks as one of the most impressive film tie-ins to date - Super Stars Wars from JVC. After months of waiting the next in the trilogy, Super Empire Strikes Back, is nearly here. Once again Empire uses a mixture of 3D and platform scenes as the story of Luke and Co's continual fight against the evil Empire rages across some twenty-odd stages. Starting on the iceworld of Hoth, the game follows the gang as they first battle the Empire messenger probes, survive an attack from the mighty AT-ATs and so on, before moving on to meet Yoda and eventually heading for Lando Calrissian's Bespin Skycity.

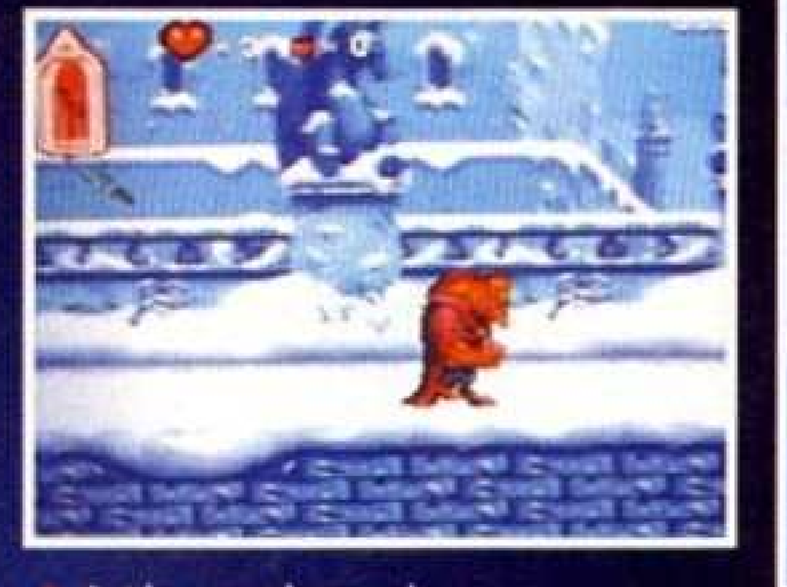

LUKE
x03
SCORE
00000200
SABER
FORCE

We won't mix our words here, as Super Empire looks utterly stunning. Whether it proves a little too similar to Star Wars remains to be seen, but stay tuned for a preview soon.

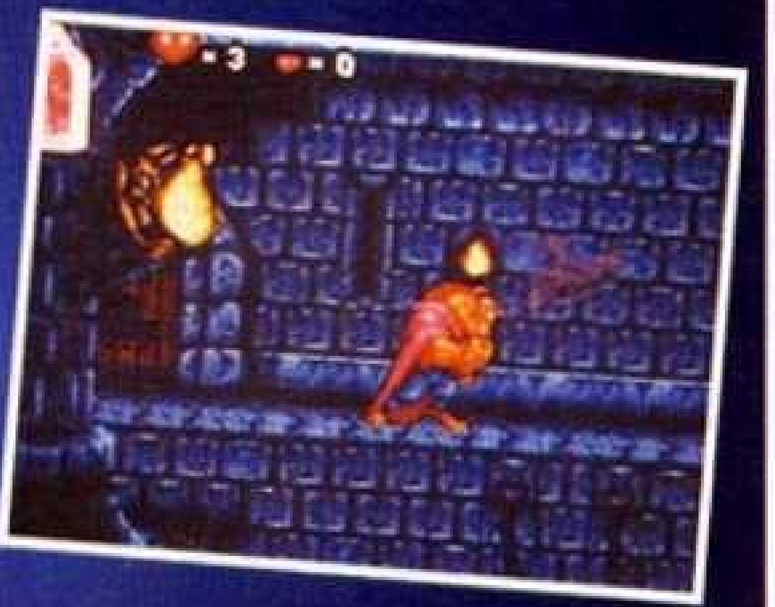


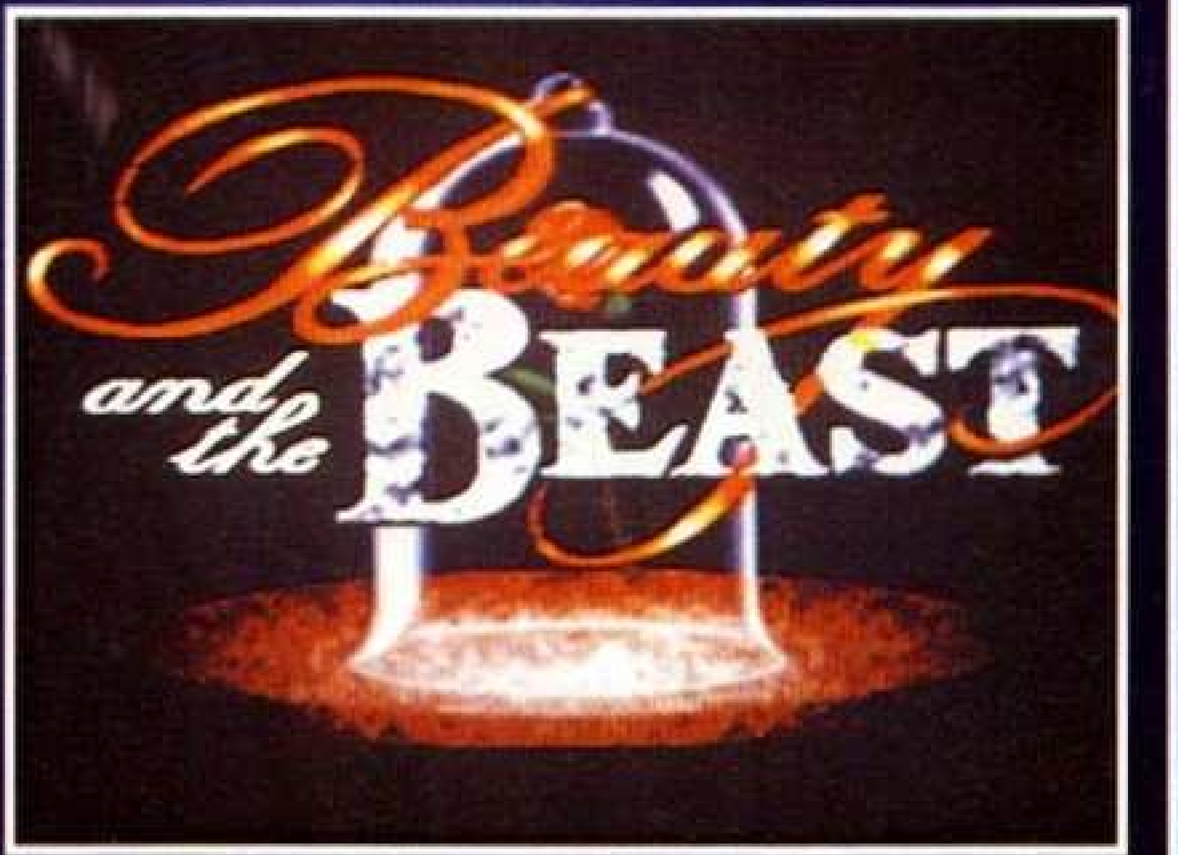
WHAT A BEAUTY

The ever-busy Hudsonsoft continue their flow of releases with a platformer based on Disney's brilliant Beauty And The Beast. Written in the UK by Probe, Beauty features all the characters from the movie and contains some of the best backdrops and animation the Super NES has seen for ages. Plot details for the game haven't reached us as of yet, but in the meantime here's a selection of shots for you to feast your eyes on.



▲ A title screen last week.

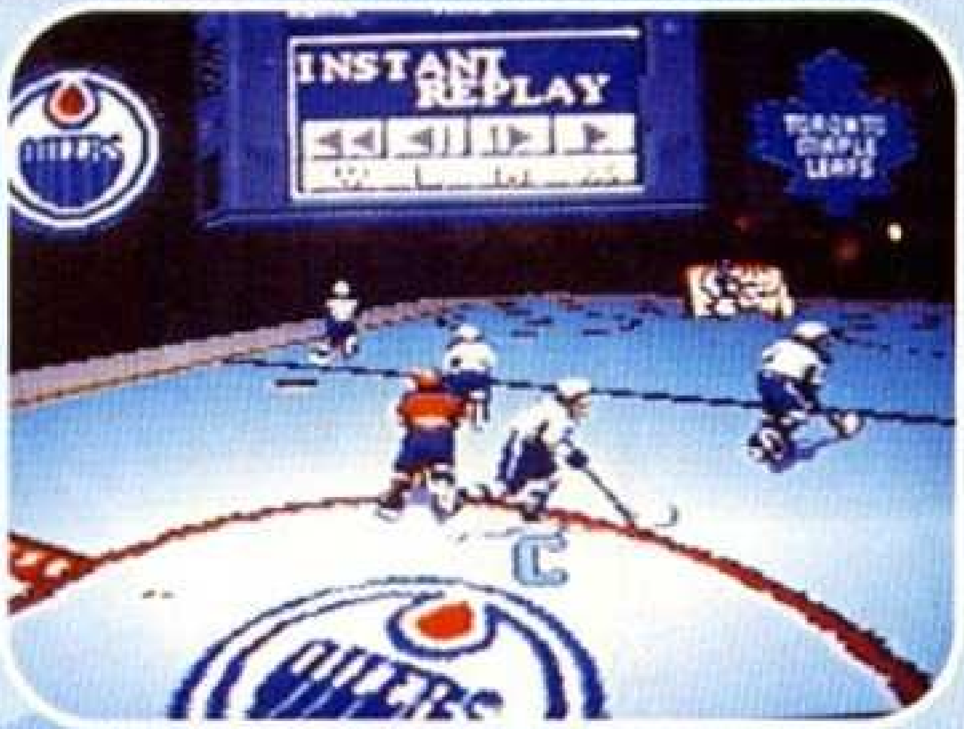




▲ Shall we dance - a one-two-three. Oops, wrong film...

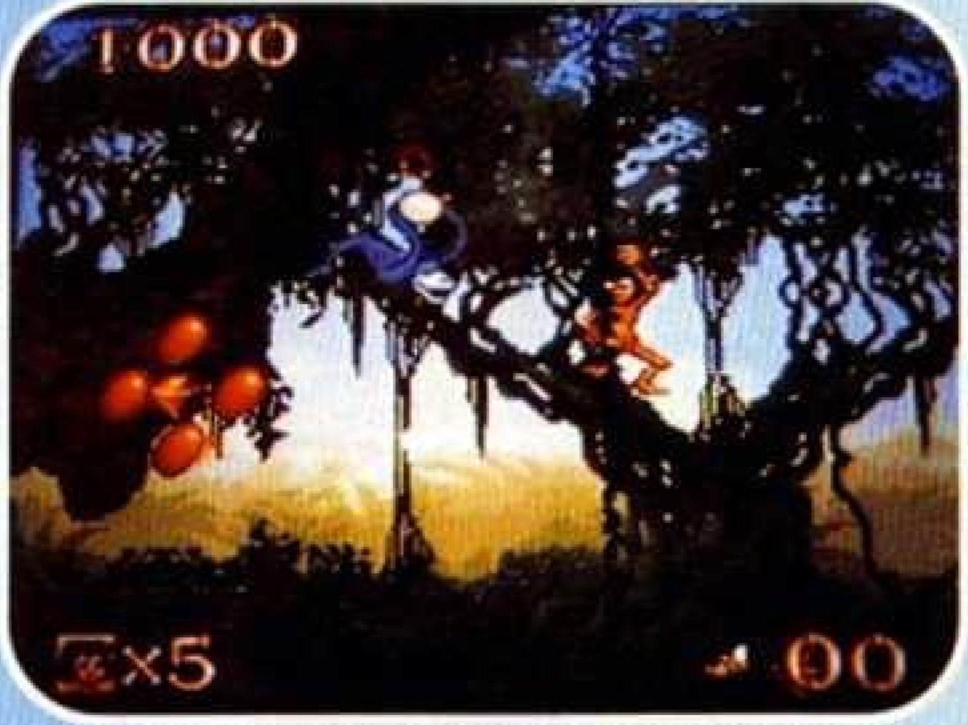
HIT THE ICE, STANLEY

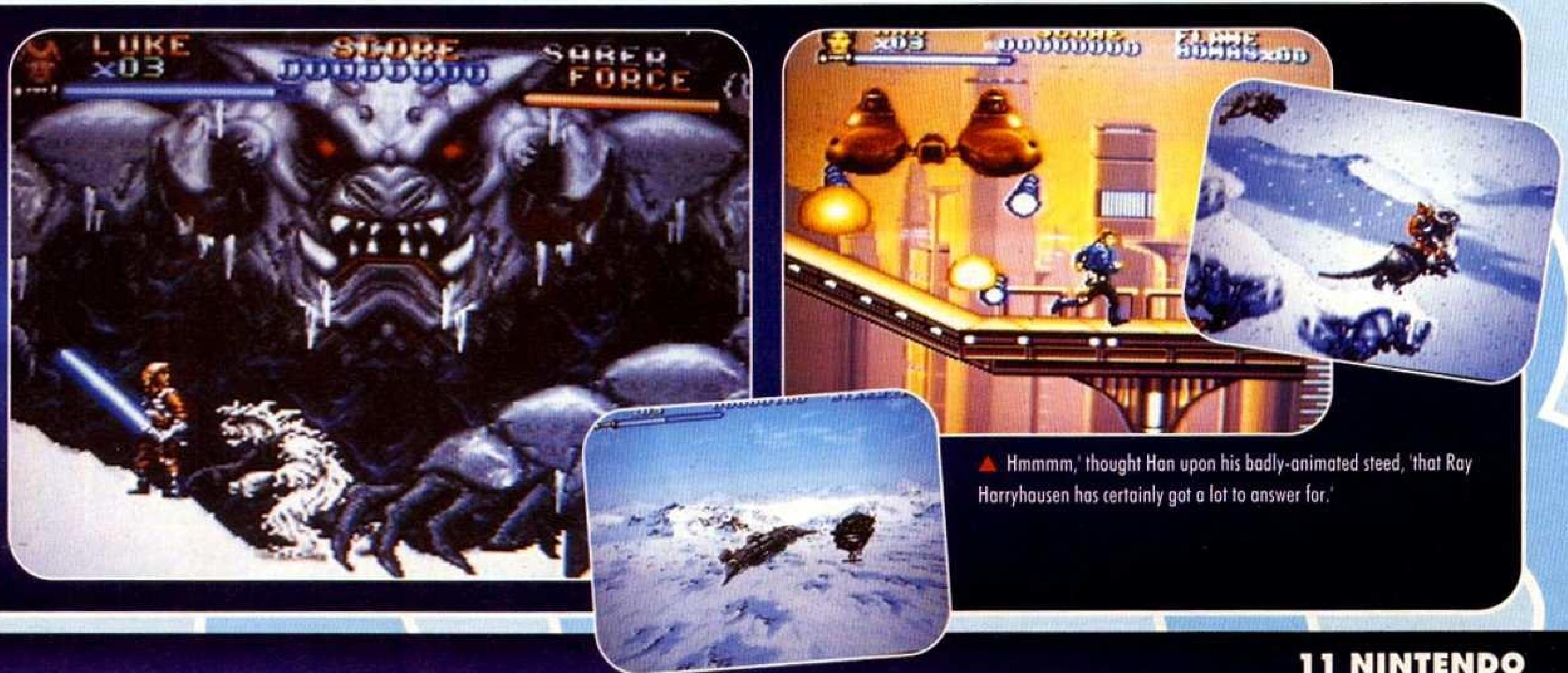
Using the same perspective as World League Basketball comes NHL Stanley Cup - which could be the best Ice Hockey game to hit the Super NES. Tim went rather ape about this at the recent CES, and it looks very impressive. Using Mode 7 to rotate the pitch and digitised sprites of real hockey players for added realism, NHL is a real fast-paced sim that features all the rules of the real thing - and, for a change, all the speed too. Expect the full NMS review treatment real soon!



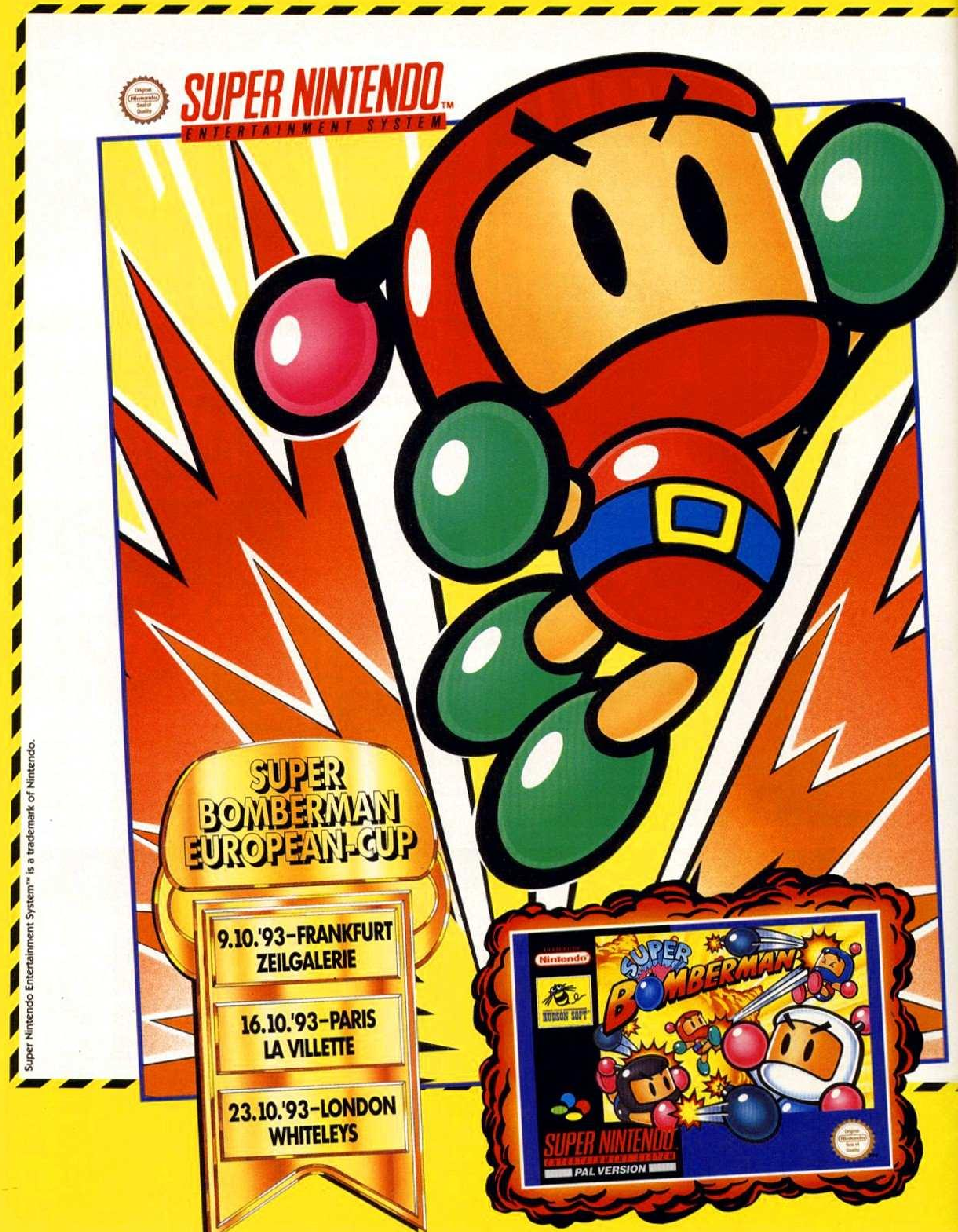
OOH-BEEE-DOOOO!

..I wanna be like you-oo-oo! Yup, Mowgli, Baloo and the rest of the Jungle Book team are swinging onto the Super NES as Virgin's US offices put the finishing touches to this potentially-brilliant licence. A UK release date hasn't been set as Virgin UK are umming and ahhing as to when to launch in Britain, but let's hope it's soon as Jungle Book is shaping up very nicely thankyouverymuchindeed. The game drops the player into the loincloth of little Mowgli as he explores numerous platform-laden screens in search of his assorted animal mates. There are loads of vines to swing from and even more deadly creatures to avoid, and you can find out more about it very soon.





▲ Hmmmm,' thought Han upon his badly-animated steed, 'that Ray Harryhausen has certainly got a lot to answer for.'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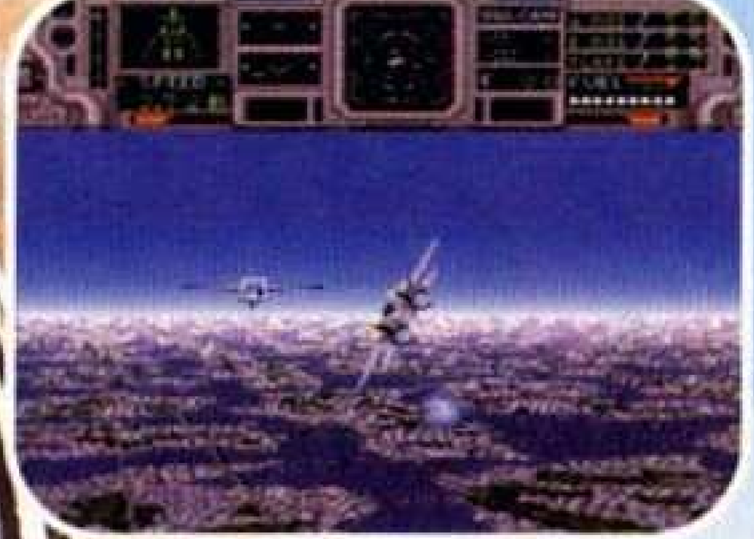
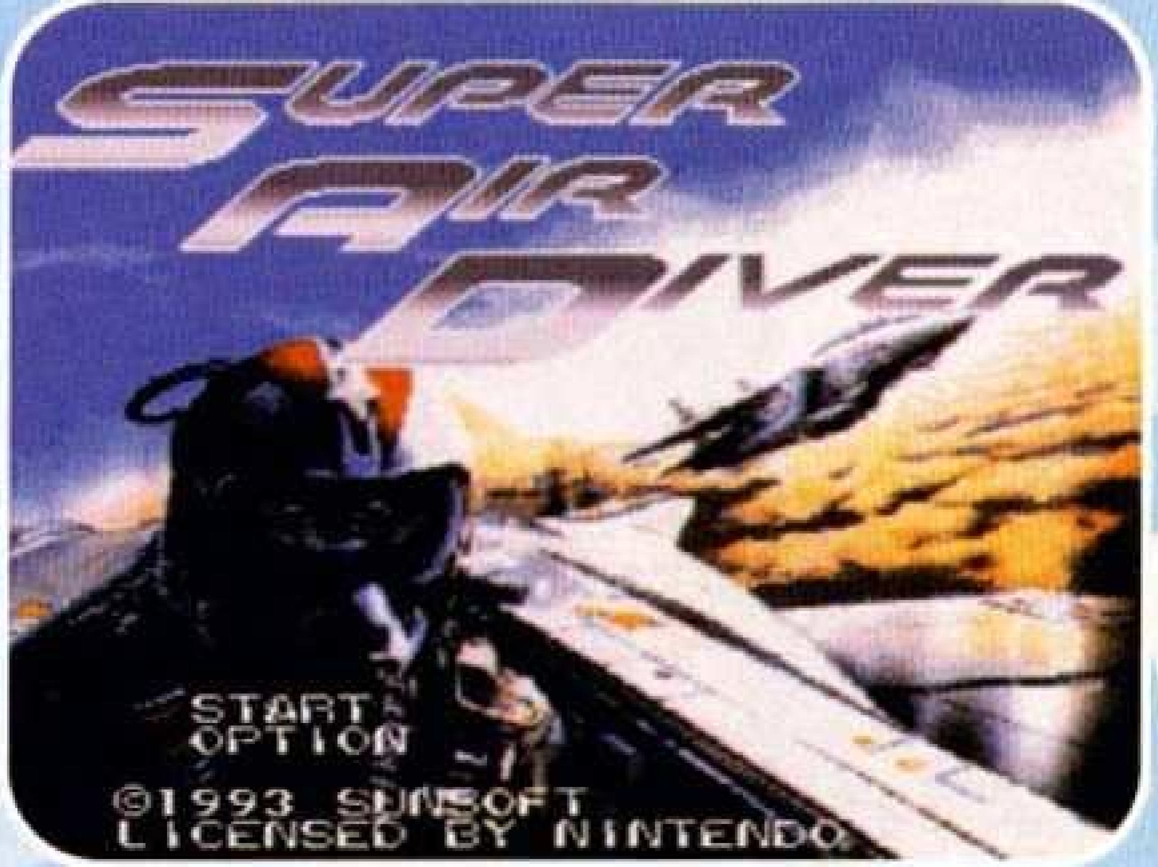
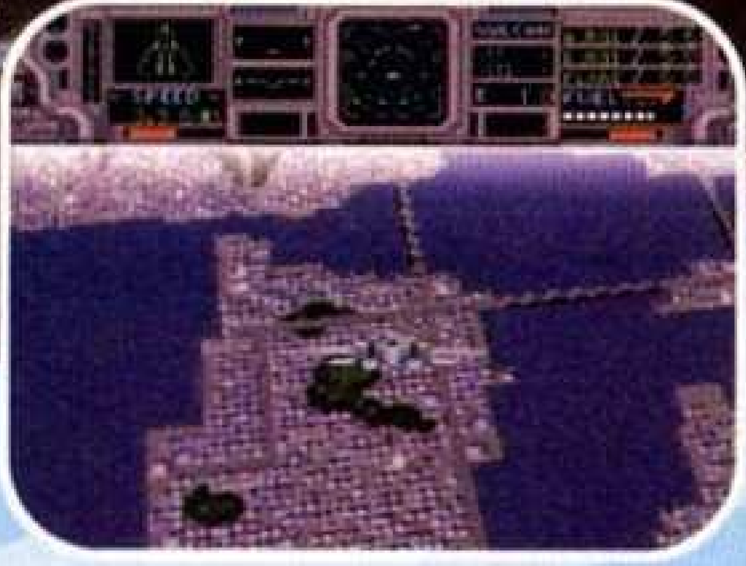
TIME TO PLAY... HUDSON GROUP HUDSON SOFT®

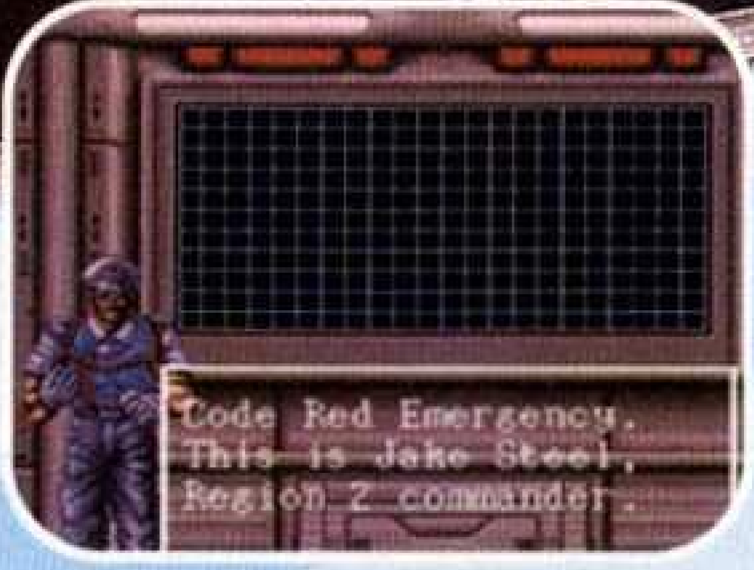
DIVE! DIVE! DIVE!



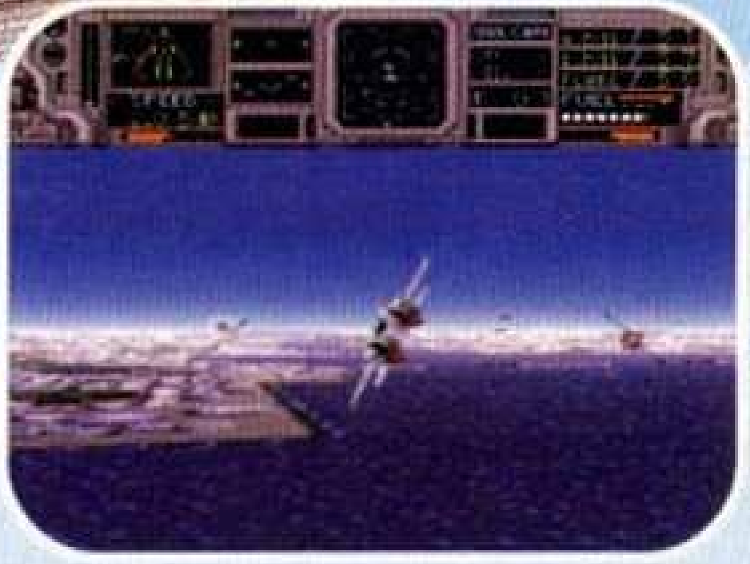


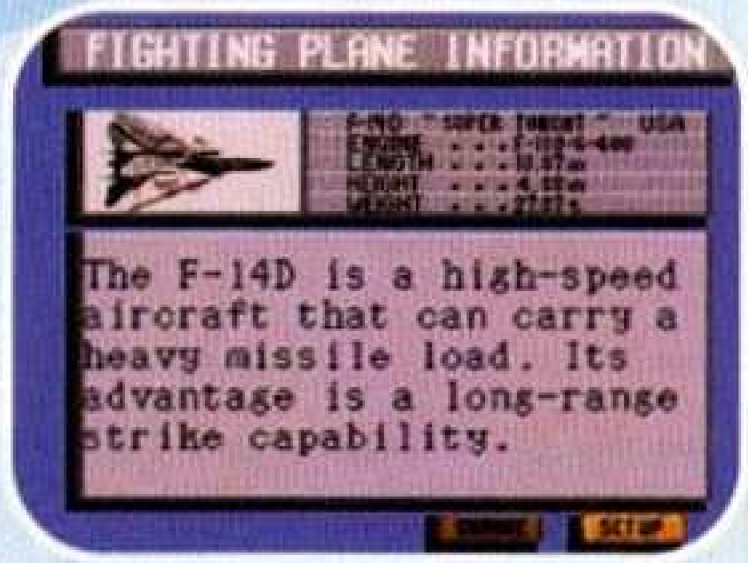
Mode 7 fans prepare to fill your pants as Kemco gears up to unleash Super Air Diver upon the unsuspecting Super NES-owning public. Offering the player control over one of four planes, Air Diver is a fast-paced shoot 'em up which basically involves blowing seven shades out of anything that comes near you. Armed with both guns and missiles, the cityscapes below are updated using the aforementioned Mode 7 and the effect is impressive to say the least. In addition, as you progress, better weaponry and faster planes are made available and the missiles grow to add strafing and bombing runs to the action. A full Review should appear next issue so, as Shaw Taylor says, keep 'em peeled...





Code Red Emergency.
This is Jake Steel,
Region 2 commander.



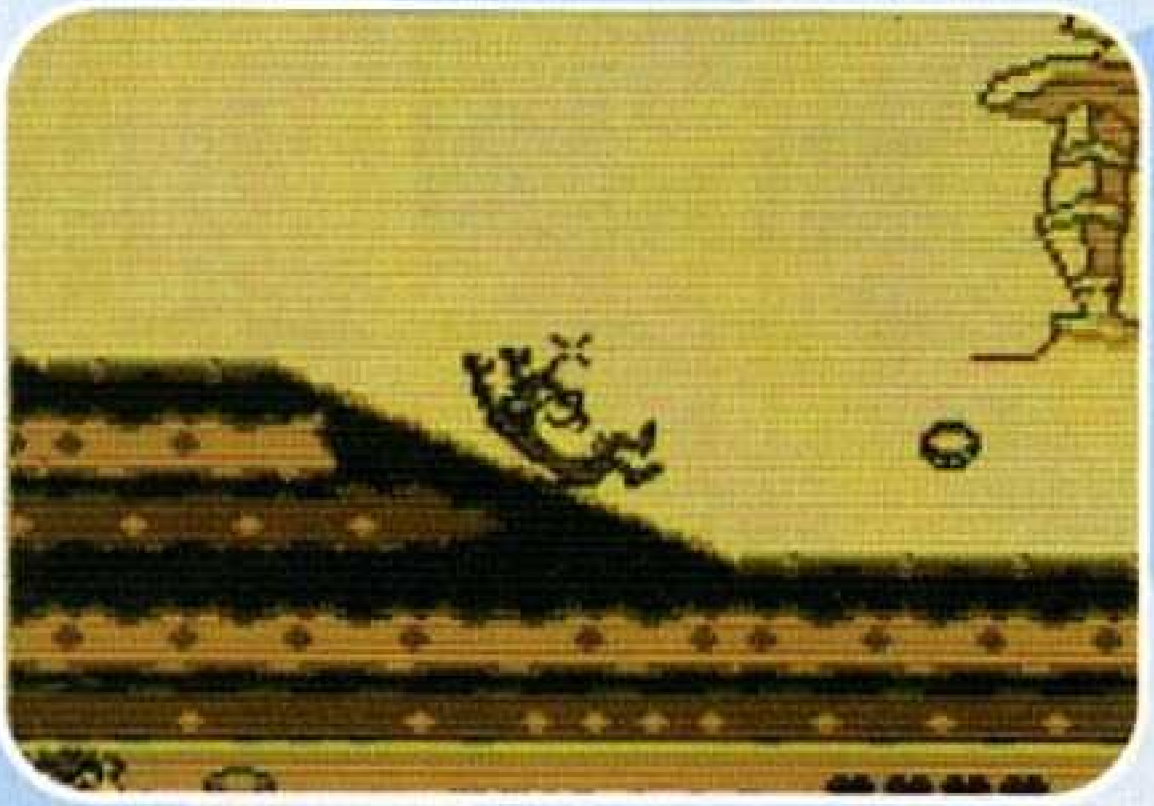


FIGHTING PLANE INFORMATION

The F-14D is a high-speed aircraft that can carry a heavy missile load. Its advantage is a long-range strike capability.

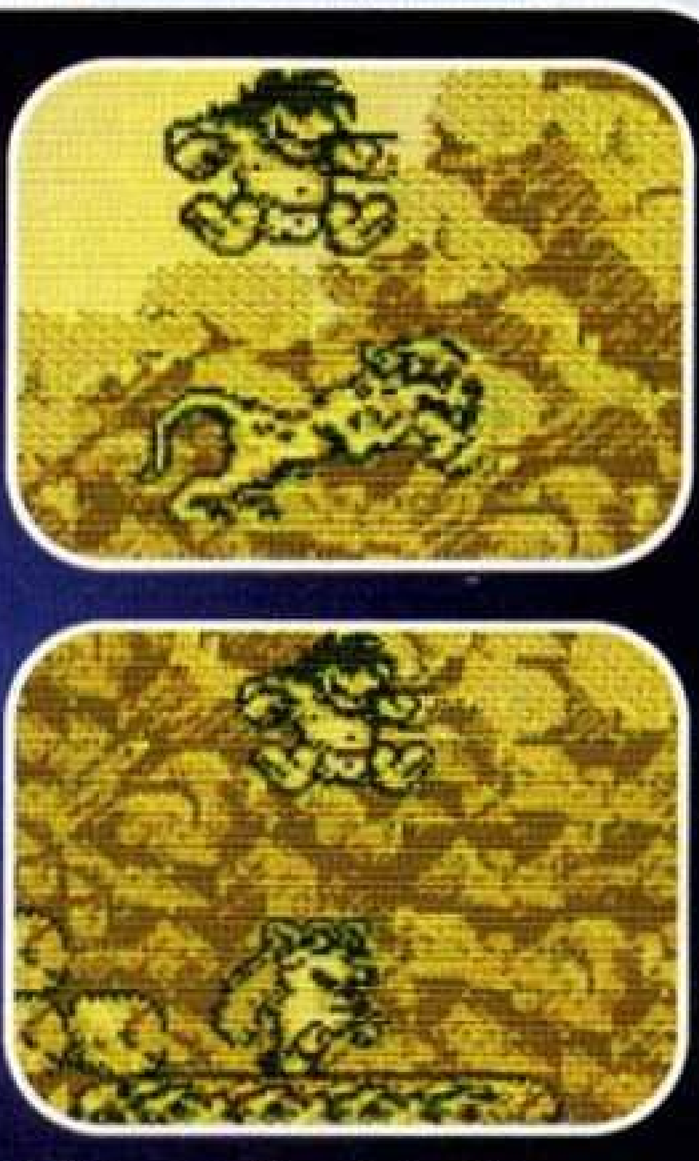
WHIRLING DERVISH

After whirling onto the Super NES, THQ's Tazmania licence is now spinning onto the Game Boy. Abandoning the 3D viewpoint used in the Super NES game, handheld Taz is a sideways-scrolling affair, with Taz out to get as much food as possible. As he does so, countless obstacles must be spun past and nasties avoided - at the pain of death. A full Review should follow next month.



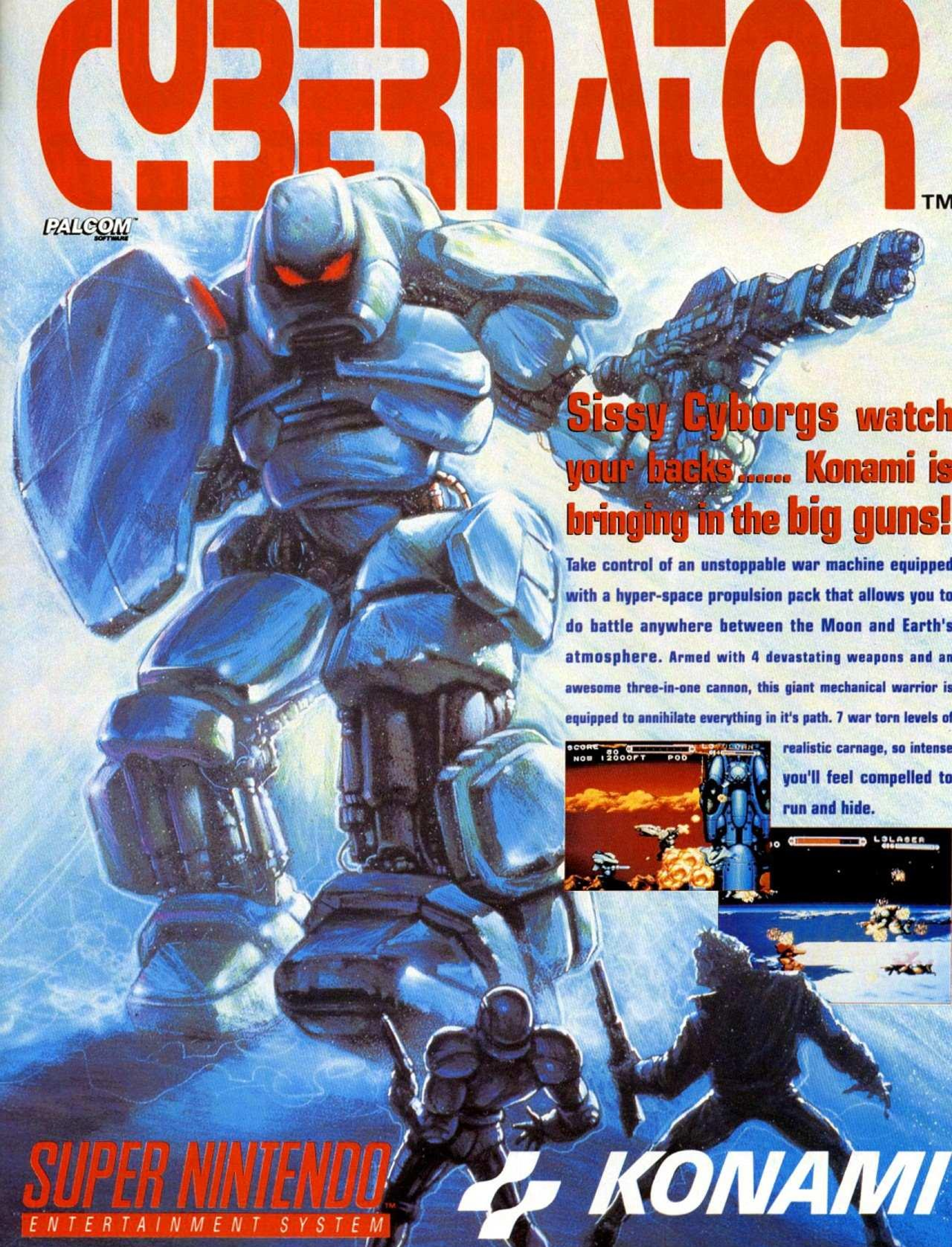
UNGA BUNGA!

Coming soon on both Super NES and Game Boy is Prehistorik Man from Titus. Looking rather similar to Elite's Caveman Ninja, Prehistorik Man is a multi-stage platformer which stars the titular hero whose as yet undecided mission involves clubbing and jumping through a series of scrolling stages. He starts the game armed with a club which later gives way to a hammer and other larger bludgeoning weapons, whilst his enemies range from huge Pterodactyls to larger T-Rexes. The version we saw was at a very early stage with only three levels up and running, but already it featured a nice line in nasties and a rather smart hang-gliding scene. In addition, Titus tell us that the game is being expanded into a 16MEG affair with later stages featuring a Mode 7 3D scene. A release date has yet to be set, so stay tuned for more news.



▲ Hello, and welcome to Spot The Difference. Here' we have two screenshots which are virtually identical. But with one slight difference - can you spot it?

CYBERNATOR™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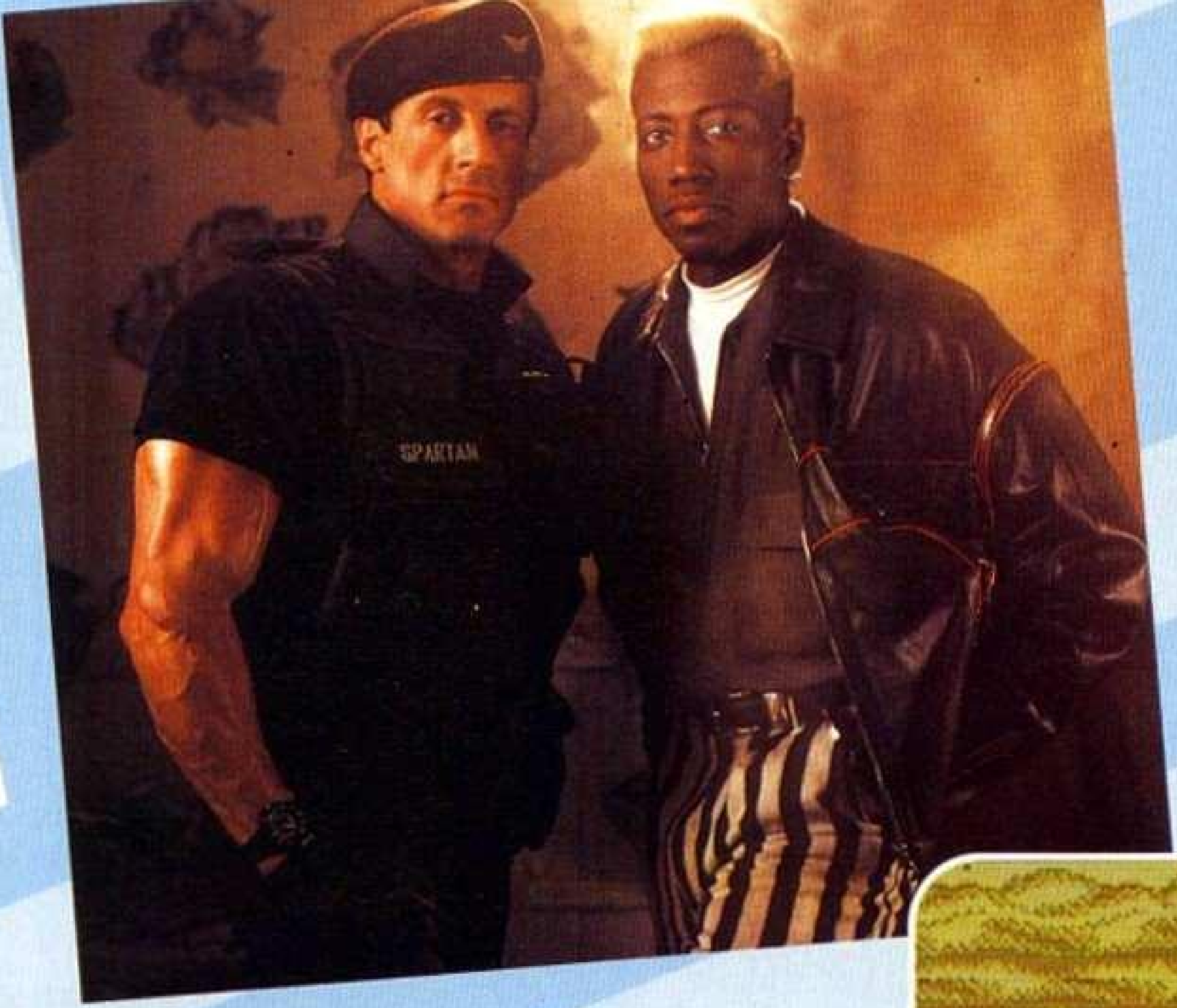
VIRGIN SCHEDULED FOR DEMOLITION

Although nobody is sure when they will make the break into Super NES development, Virgin have unveiled their latest licence - Sylvester Stallone's futuristic actioner, Demolition Man. With Wesley Snipes co-starring as an evil killer, Stallone plays a cop defrosted from hypersleep to bring him to book. Needless to say, loads of loud bangs and fights follow - with Virgin there to capture it all for their forthcoming Super NES conversion. A release date has yet to be set and Virgin have no firm details regarding what sort of game it will be, but you'll read it here first.

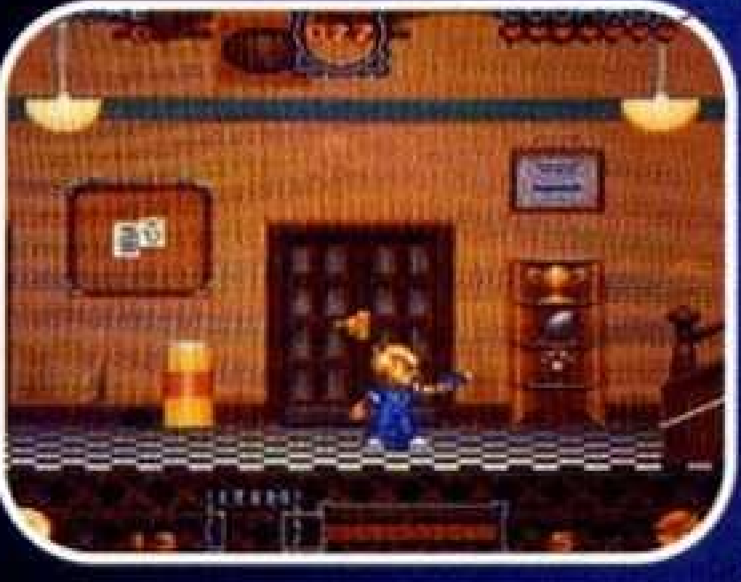


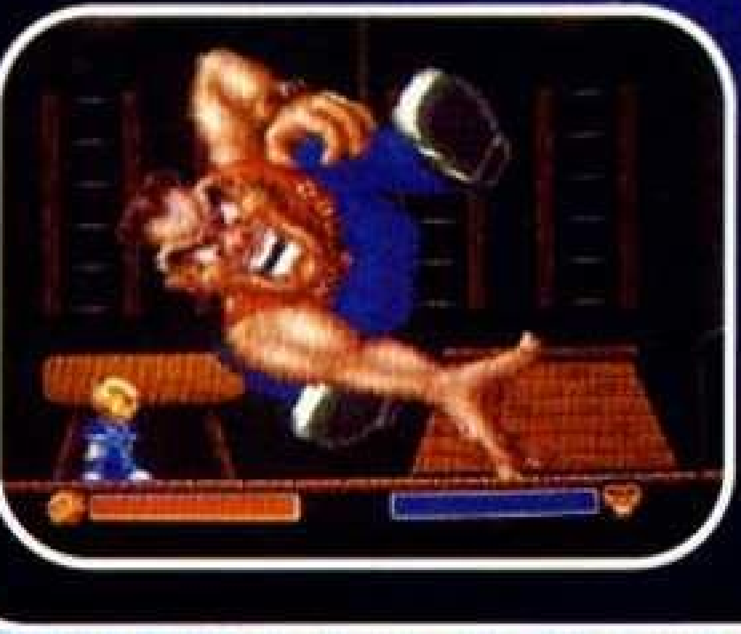
ON ME 'EAD, KEV

Here is a shot of Imagineer's forthcoming Kevin Keegan Player Manager. Combining the arcade bits from Kick Off with managerial aspects, Imagineer reckon PM is the most rounded footy sim to date. Converted from the Amiga original, PM gives the player complete control over every aspect of their side. Transfers, injuries, and bartering all play a part in the proceedings, and whilst dealing with these problems, you still have to balance the books! The aim is to take your team to the top of the League and keep it there. Reckon you're up to it? A full Review will be in our very next issue - so stay tuned to see if it's all the Amiga game was cracked up to be.

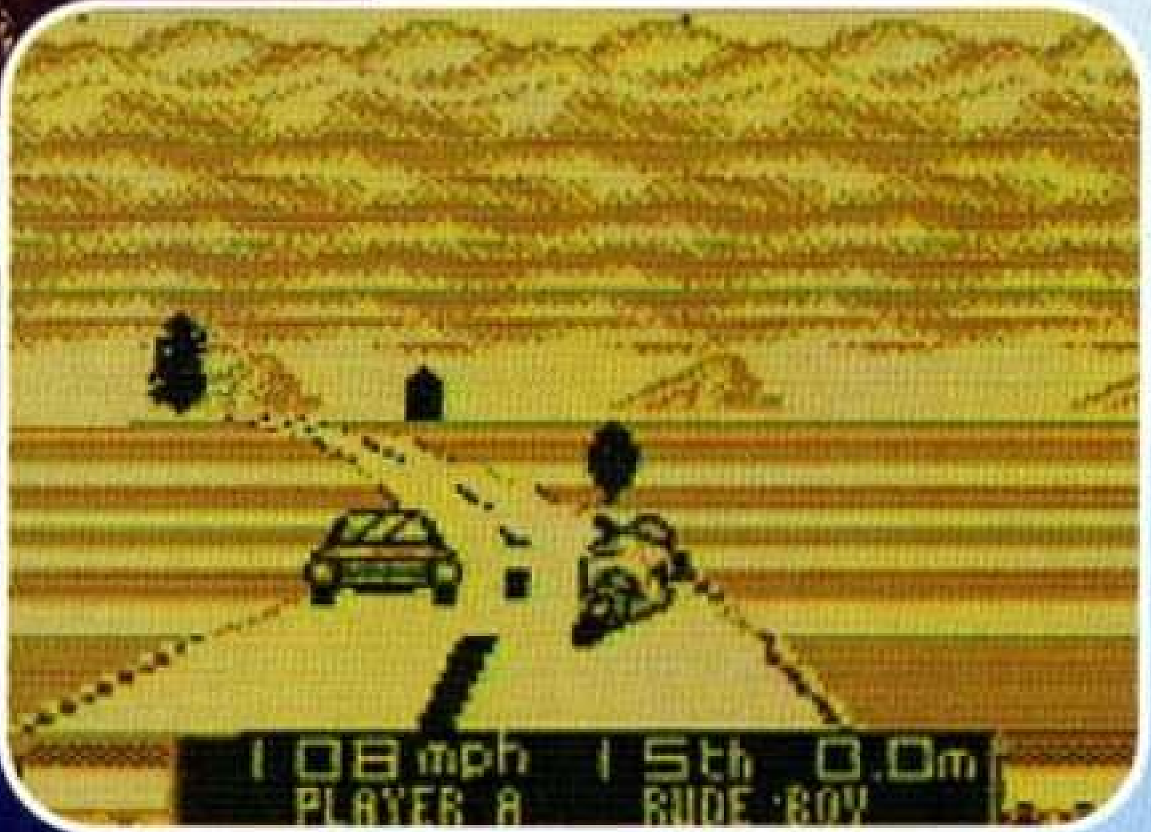
BUT MR WILSON

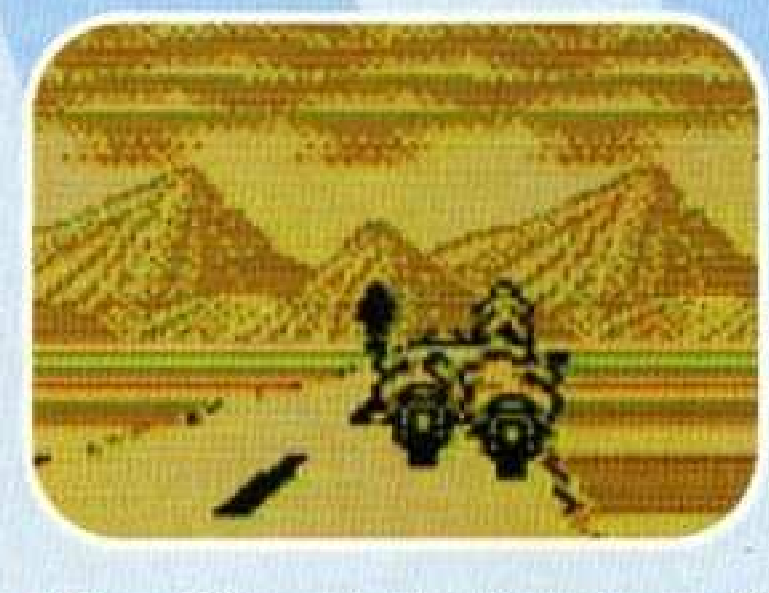
Work is already well under way on Ocean's Dennis movie tie-in. Known in the States as Dennis The Menace, the film isn't about the Beano's shaggy-topped young scamp and his faithful mutt, Gnasher. Instead it revolves around the misadventures of a softer US version - and if there was ever a scrap between the two, NMS's money would be on the Beano's little toughster that's for sure. NMS has seen the film and it stars a newcomer called Mason Gamble as he accidentally wrecks the life of Mr Wilson (Walter Matthau) next door. However, when an evil tramp comes into the neighbourhood, guess who it falls to to deal with him? Ocean's game is an Addams Family-style platform affair, with Dennis avoiding all manner of nasties in his attempts to reach the tramp's lair. However, it'll be a while before you see a Review as it isn't set for release until November.





GAME BOY ROAD RASH





▲ The red bike and the blue bike had a race, all blues wants to do is stuff his face...

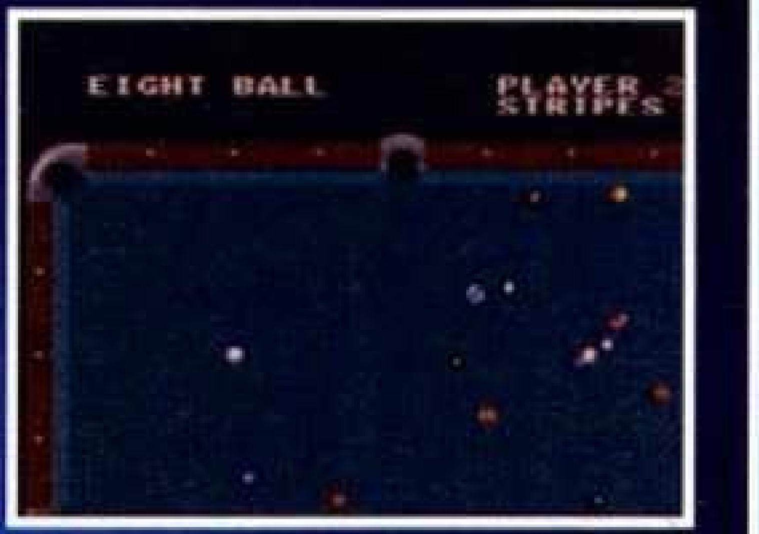
Definitely a contender for most unexpected conversion ever, is Ocean's Game Boy version of EA's brilliant Road Rash. Written in-house at Ocean's Manchester offices, Game Boy Road Rash features all the thrills and spills of the original Megadrive game, including some of the most impressive crash sequences you're ever likely to see. The game sits the player astride a powerful motorbike as they prepare to embark on a no-holds-barred race. Thus, in addition to the customary racing scenario, the player also lays into the opposition using chains and fists, whilst simultaneously fending off their attacks. Similarly, cars also race along the route and hitting these costs valuable time and results in one of the aforementioned spectacular crash scenes. Game Boy Road Rash will be out sometime in October.

DOMANI
REFLECTIONS OF FASHION

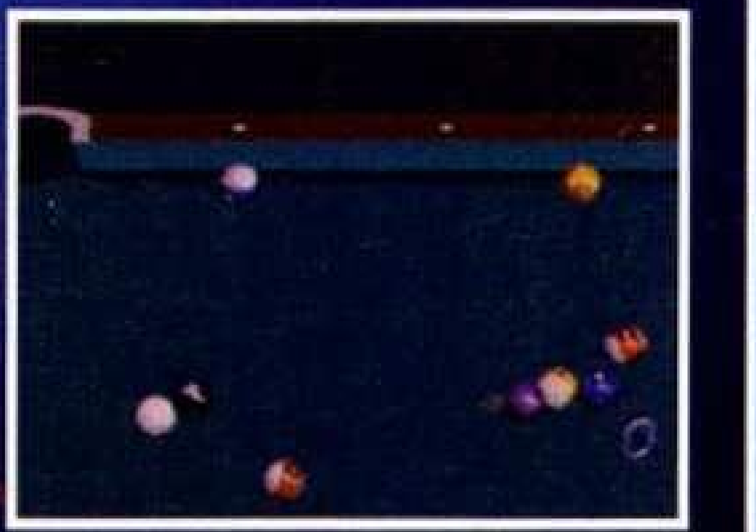
Domani shoes available from: Russell & Bromley, Charles Clinkard Ltd, Domani Retail Shops – also Domani at Childrens World, Jones Bootmaker, John Lewis Partnership stores, Milwards Shoes, Gordon Scott and main Start-rite stockists. Style shown, Axel.

DIP INTO THE POOL

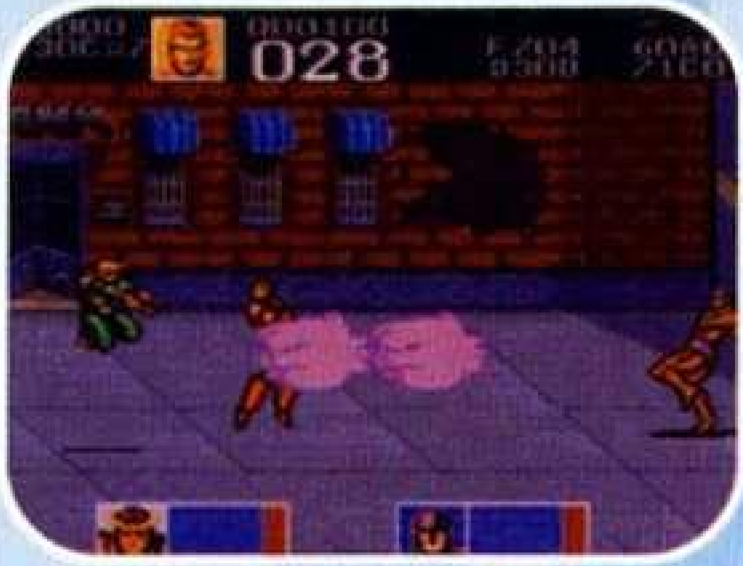
Normally played by fat chain-smoking gits in pubs, all the thrills of a game of Pool are heading for the Super NES as Mindscape chalk up another release. Championship Pool offers one or two players no less than fourteen varieties of game, and uses a mixture of 3D angles to view the action and the baize can also be scrolled around freely. Everything is simple to control, and a targeting system allows you to gauge where a shot will go, whilst side and spin can be added later. Mindscape are hoping Championship pool will be ready for a Christmas release, so keep watching these pages as our beer-bellied 'experts' get ready for a full Review.

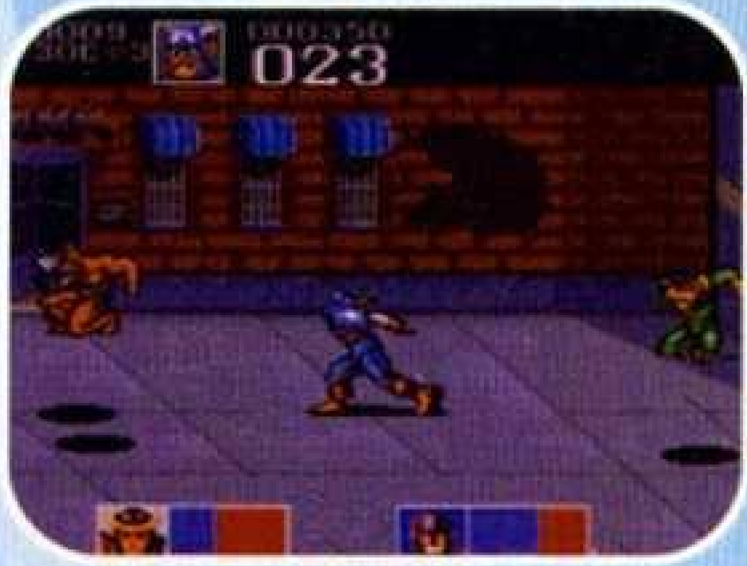


▲ And here we see the lesser-spotted Pool balls in their natural habitat...



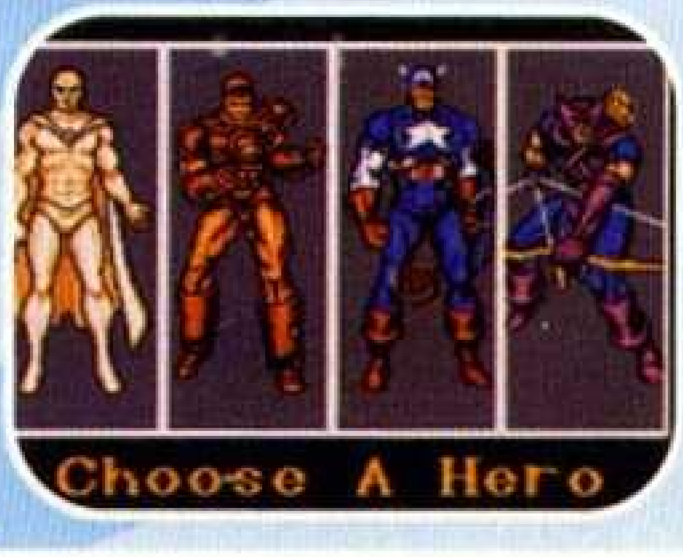
▲ .. and if we get closer. Yes, baby balls.

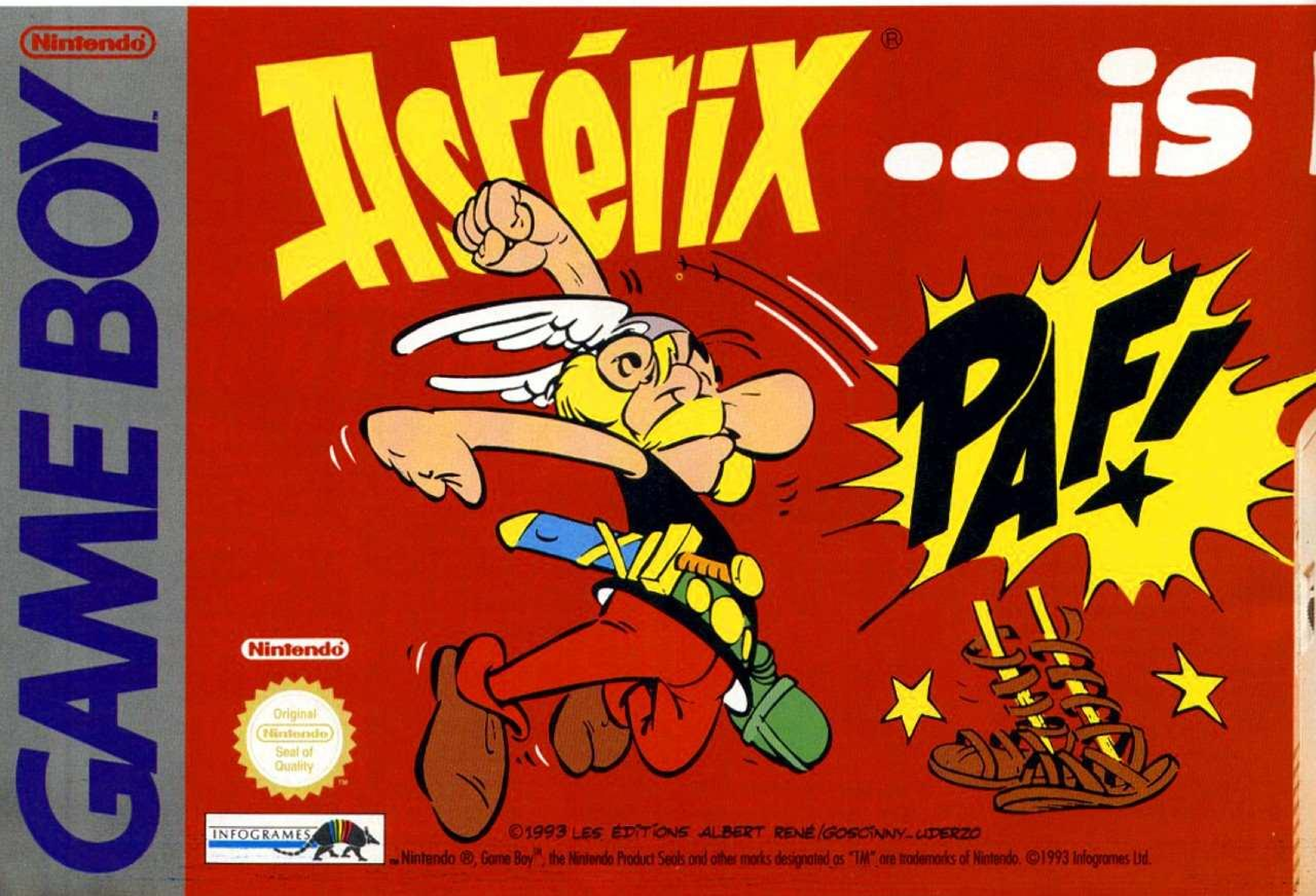




AYE AYE CAP'N

Captain America and The Avengers are heading for a Super NES near you as Mindscape unveil their six stage arcade conversion. The eternally-evil Red Skull has brought the world to a standstill with a mind-controlling ray, which leaves him free to try and take over the galaxy. Thankfully, Cap'n Am and his mates The Avengers - Hawkeye, The Vision and Ironman - are on hand to help. Selecting anyone of this formidable four, the action takes place as a beat 'em up set against numerous cityscapes with each hero using their specialist abilities against the plentiful enemy. An 8MEG cart, Captain America will be out late November.





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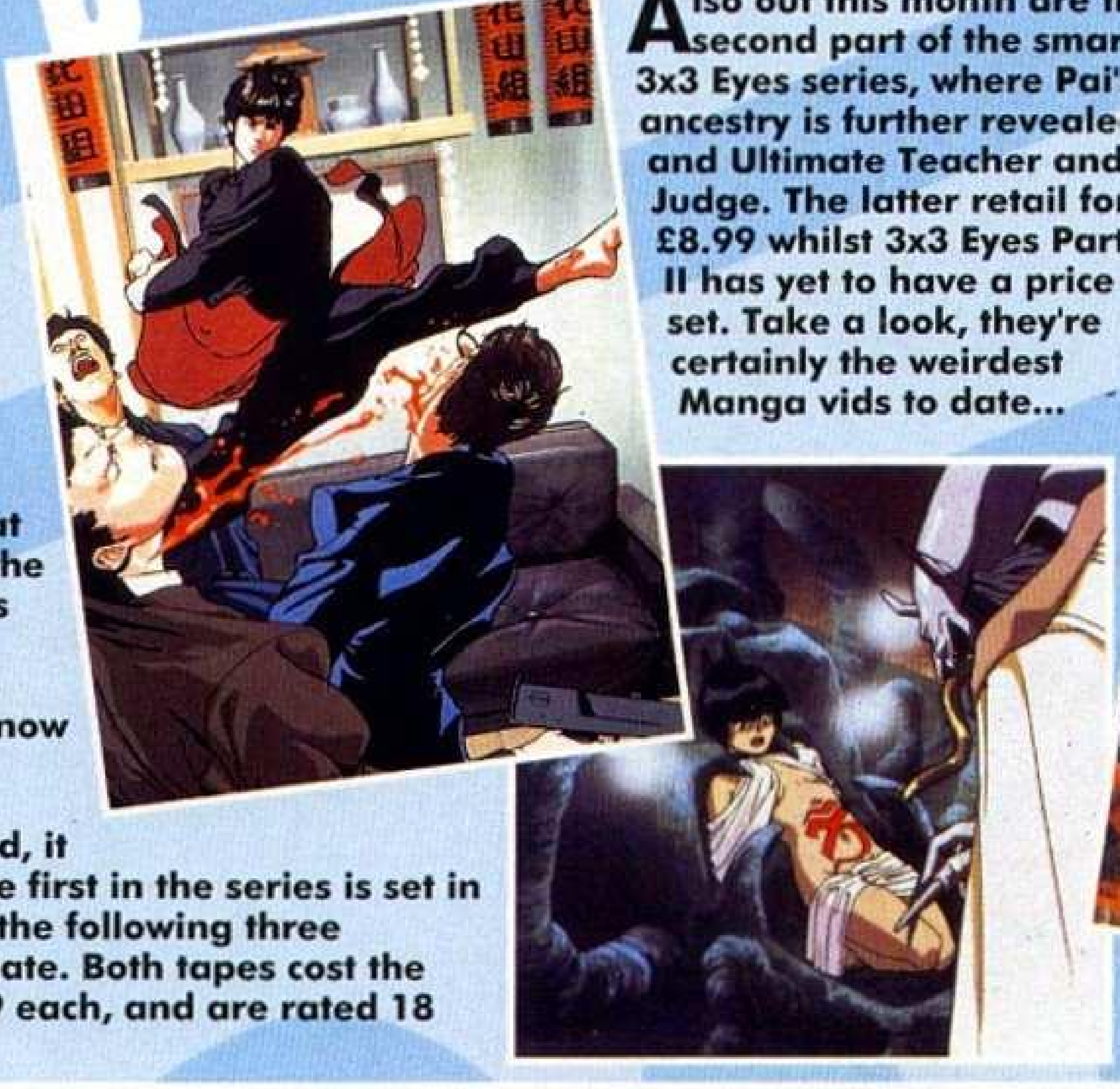
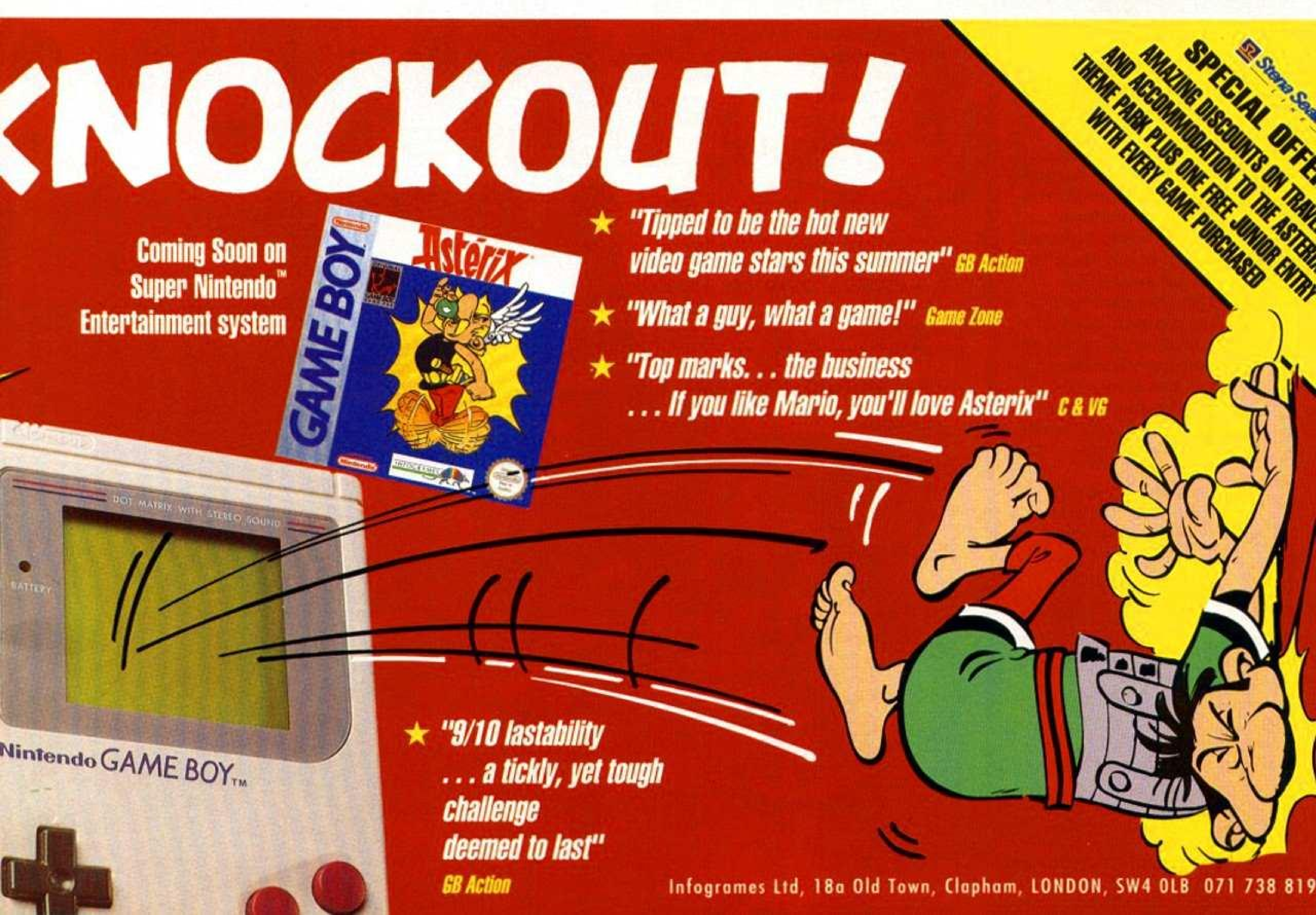
MASSES OF MANGA!

Just out from those busy chaps at Manga Video are loads of rather fabby new releases such as Crying Freeman and Doomed Megalopolis. Crying Freeman is the first of a six-part story which follows the adventures of a young girl and her relationship with a brutal assassin. She meets him after witnessing one of his hits and notices him crying afterwards. Realising by the code of such assassins that he must return to kill her, too, she awaits his return - but all is not what it seems. Doomed Megalopolis, on the other hand, is a four-parter which is based on the legend of Tairo No Masakado who died whilst trying to create the perfect city where Tokyo now stands. The story tells of how Masakado is believed to be Tokyo's guardian spirit and how, if disturbed, it is death to those who rouse him. The first in the series is set in 1908 during Tokyo's growth, whilst the following three episodes will bring the story up to date. Both tapes cost the extremely reasonable price of £8.99 each, and are rated 18 and 15 respectively.



Also out this month are the second part of the smart 3x3 Eyes series, where Pai's ancestry is further revealed, and Ultimate Teacher and Judge. The latter retail for £8.99 whilst 3x3 Eyes Part II has yet to have a price set. Take a look, they're certainly the weirdest Manga vids to date...

STOP PRESS...
Just in!! Extra news can be viewed an pages 96-97. Co!



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BY:INTERPLAY PRICE:TBA MEG:16

CLAY IT AGAIN, SAM

We've had Street Fighter 2 and its world fighters, Tuff E Nuff and its post-nuclear fighters, and Irem's Street Combat with its not-too-hot fighters. Now Interplay have managed a twist on the theme with their new title, Clay Fighters! Interplay are hoping their 16-meg beat 'em up will wipe the floor with its plentiful opposition, and from the looks of things there's every chance that it will!

Humour plays a large part in Clay Fighter. With characters made from snow, toffee and what appears to be snot! The fighters include clowns, a fat Valkyrie and an Elvis impersonator, and the special moves are far removed from the normal realm of fireballs and the like. Take, for instance, 'The Impersonator'. As he appears in his white and gold flared suit, little would you suspect he's packing a mean quiff above that familiar sneer. The seemingly innocent 'Bonker' the clown is equally dangerous thanks to his large comedy hammer and his spring-mounted head!

Each fight is played over three rounds, and the opponents are wheeled on one at a time. There's even a Championship Edition-style mode where two identical characters can slug it out. However, a steadily-decreasing bomb fuse acts as a time-limit - with the entire screen wiped out if the bomb is allowed to detonate. Clay Fighters is currently scheduled for an October release, and a full Review should follow very soon!

Clay Fighters features some of the weirdest characters ever to enter a beat 'em up tournament. Here's a guide to who's who:

BAD MR FROSTY: Made of snow, with a cold heart to match, Bad Mr Frosty is a vicious opponent. Using snowballs as a special weapon, his range of attack is a little limited but still formidable.

BONKER THE CLOWN: No ordinary funster, Bonker is armed with a huge mallet and a spring-mounted head. His big feet and 'breakdance' special move are best avoided too.

TAFFY MAN: No, he's not welsh - taffy is the American world for Toffee, giving a clue as to what this spindly character is made of. His sticky body contains a few surprises, though...

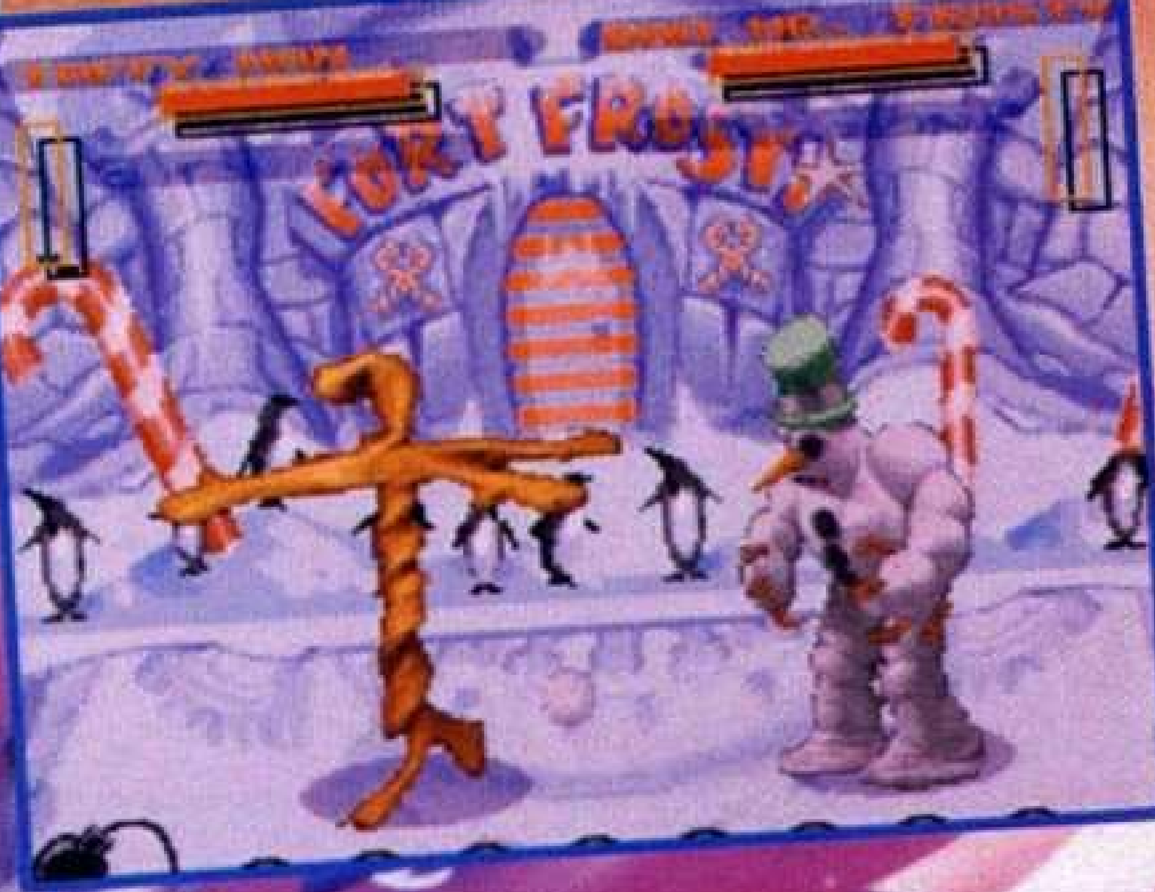
VAL THE VALKYRIE: Big and proud of it, Val is the Norse entrant to the proceedings, and her spiked hat proves rather fatal if and when she lunges at you.

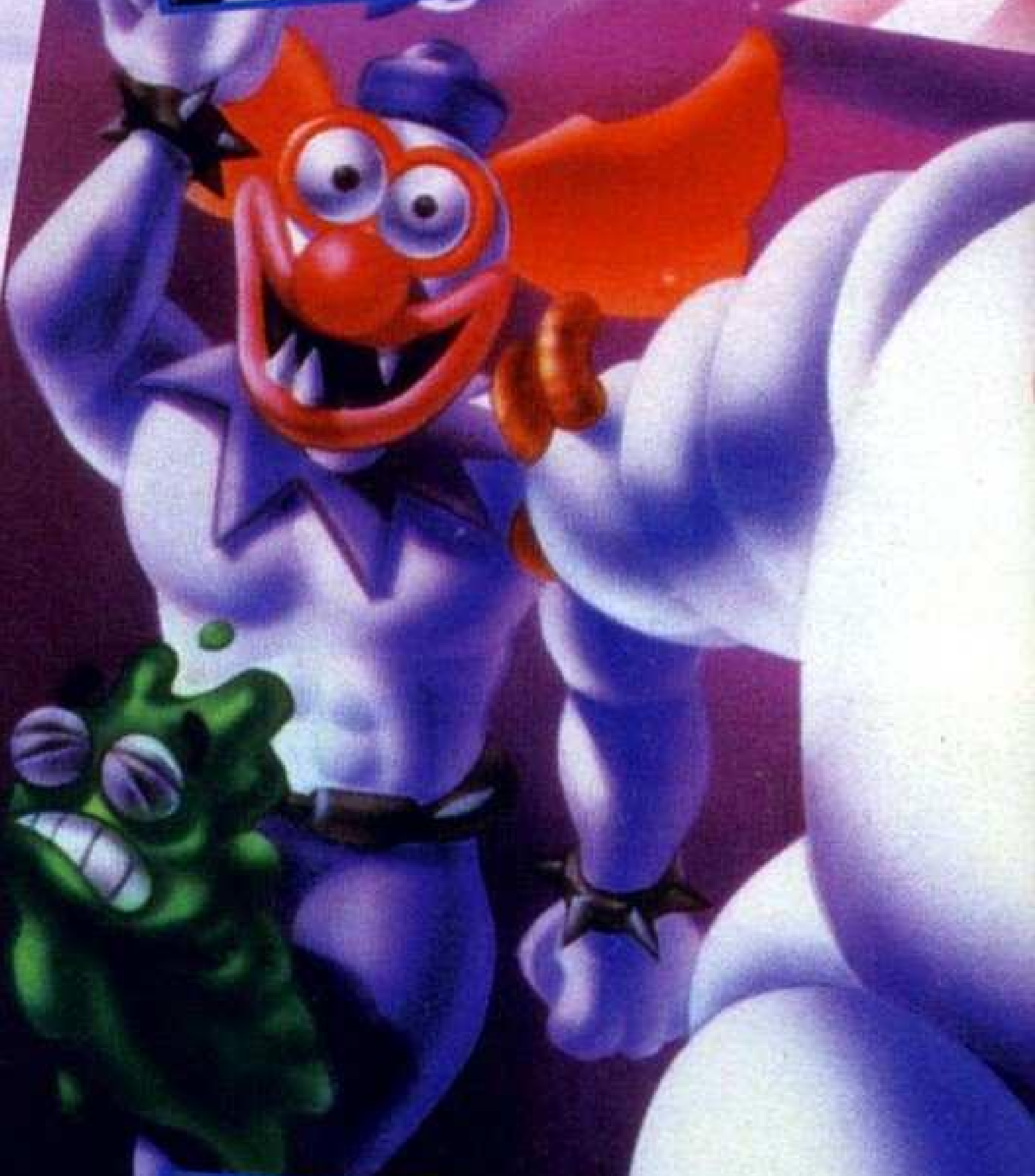
CRUSHER: The obligatory big guy, and one who looks rather similar to a two-armed version of Goro out of Mortal Kombat.

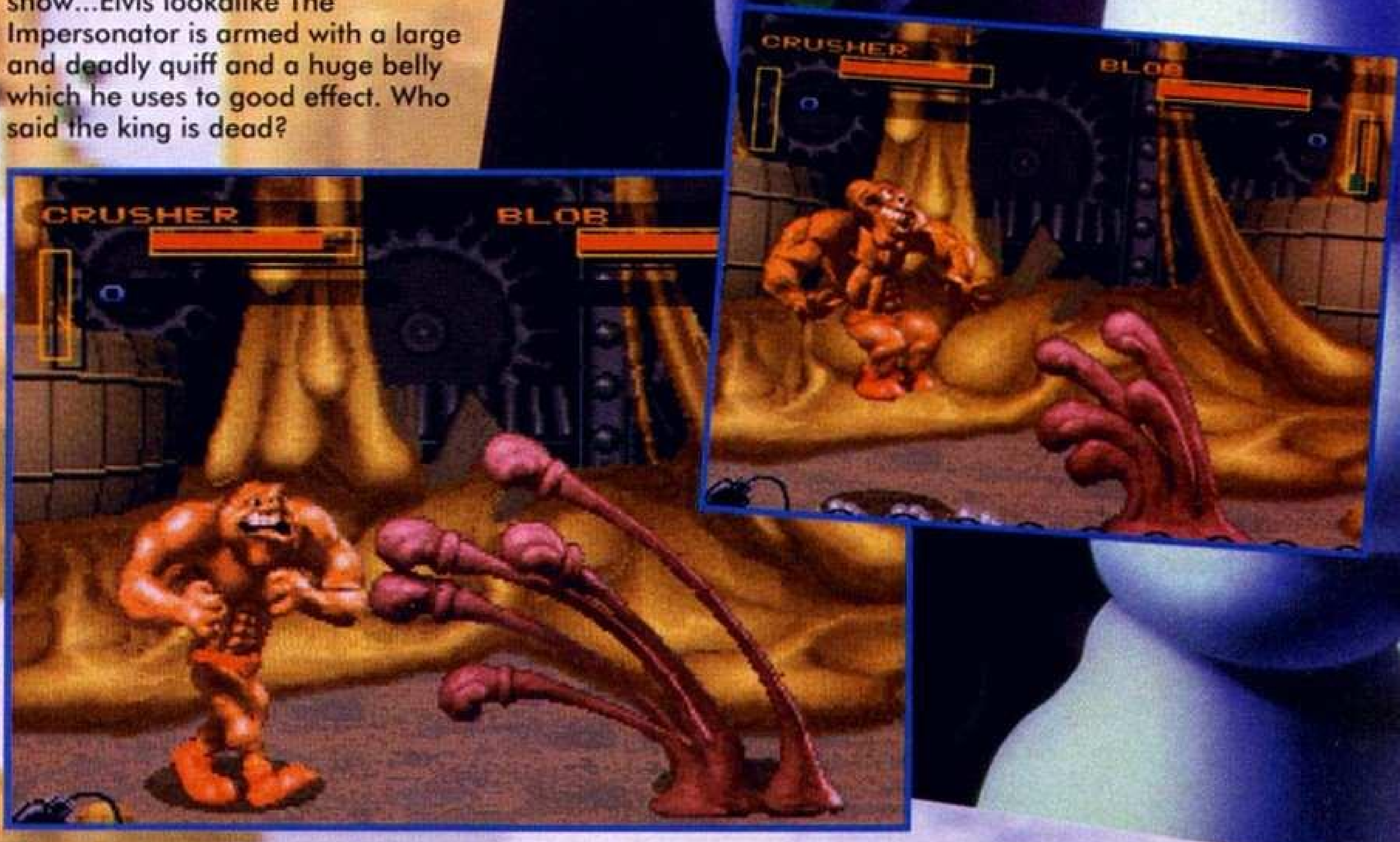
BLOB: The most versatile of all the characters, Blob has the ability to mould his form into any number of deadly shapes. A boot, a number of boxing gloves or a bomb, Blob sports the most moves and is a very powerful foe.

GHOST GUY: Looking like something from an episode of Scooby Doo, Ghost Guy is a spooktacular fighter who has a neat line in spinning kicks. It's rather easy to smash his Pumpkin-skull in, though.

THE IMPERSONATOR: One for the money, two for the show...Elvis lookalike The Impersonator is armed with a large and deadly quiff and a huge belly which he uses to good effect. Who said the king is dead?







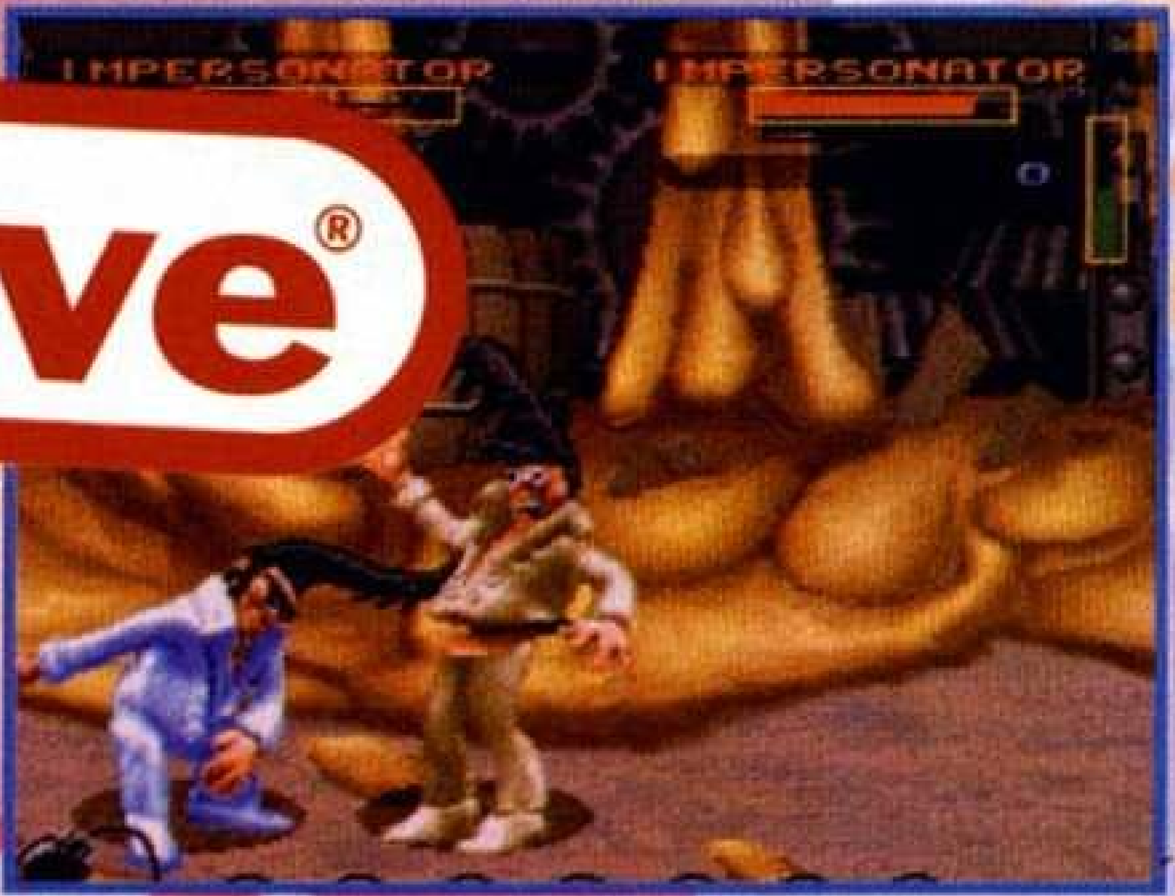
I think Tony Hart might have something to say about this...

Exclusive®

PREVIEW

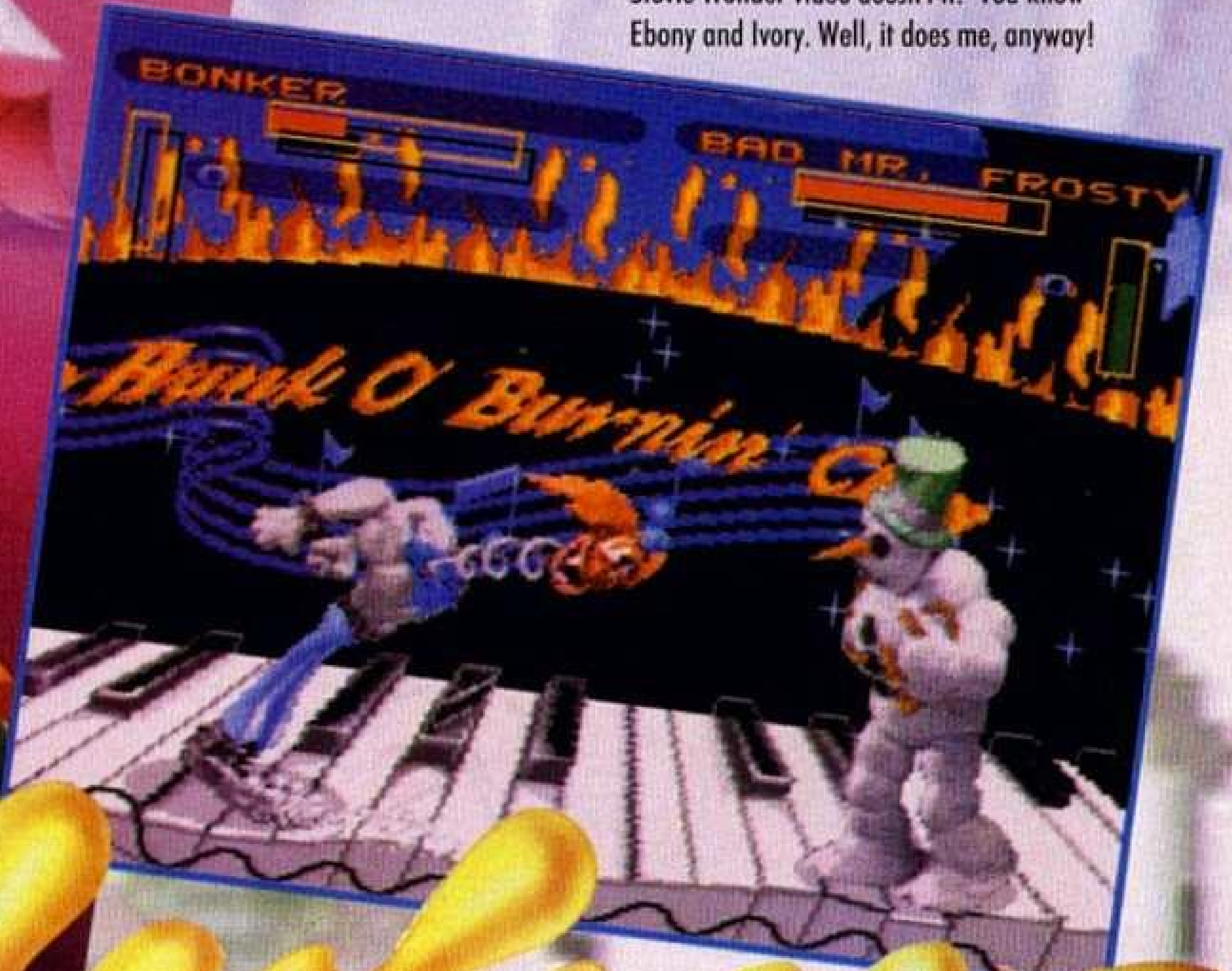
SUPER NINTENDO ENTERTAINMENT SYSTEM

CLAY FIGHTER


IMPERSONATOR
IMPERSONATOR

▲ The two impersonators duck to avoid the large "exclusive" lozenge!

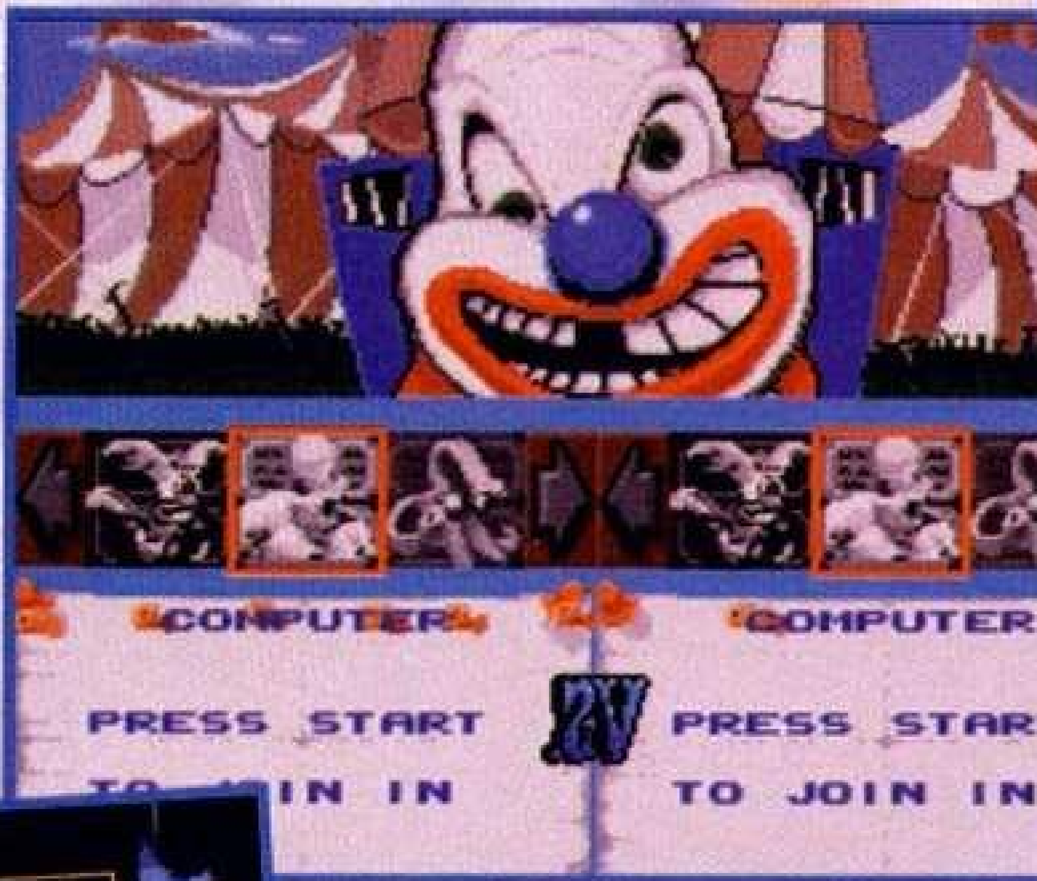
▼ Reminds you of that Paul McCartney and Stevie Wonder video doesn't it? You know - Ebony and Ivory. Well, it does me, anyway!


BONKER
BAD MR. FROSTY
Bunk O' Burnin' C

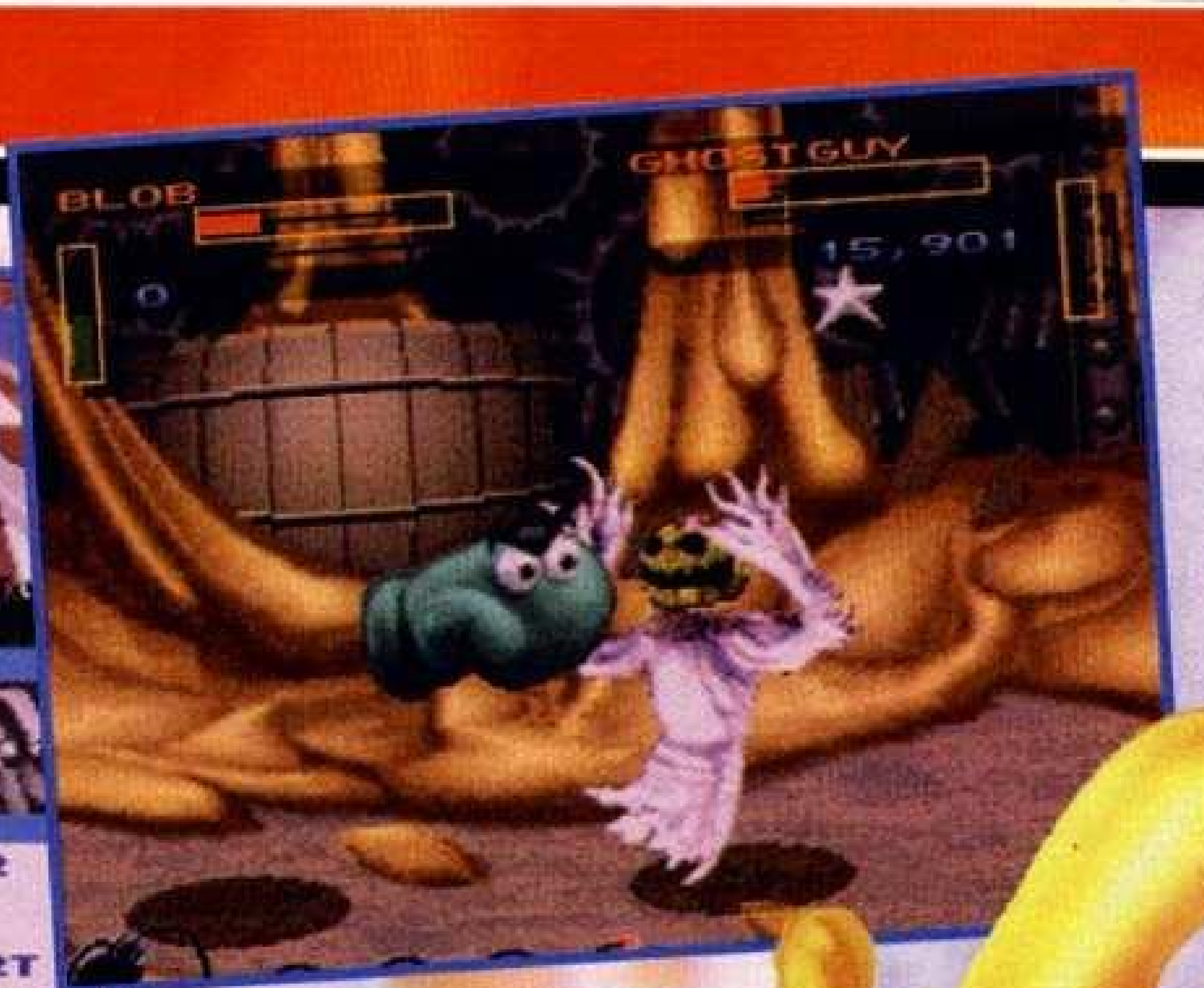
CLAY FIGHTER

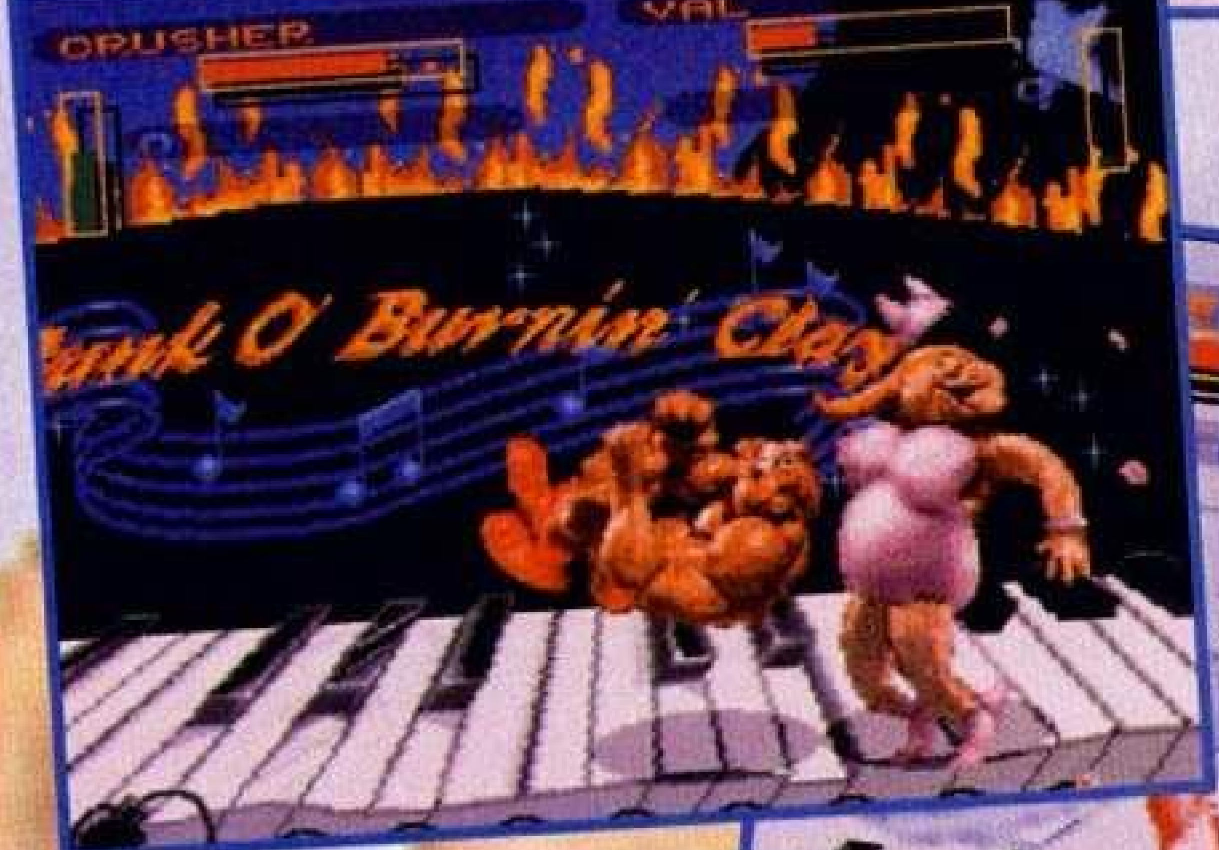
GHOSTGUY
15,901

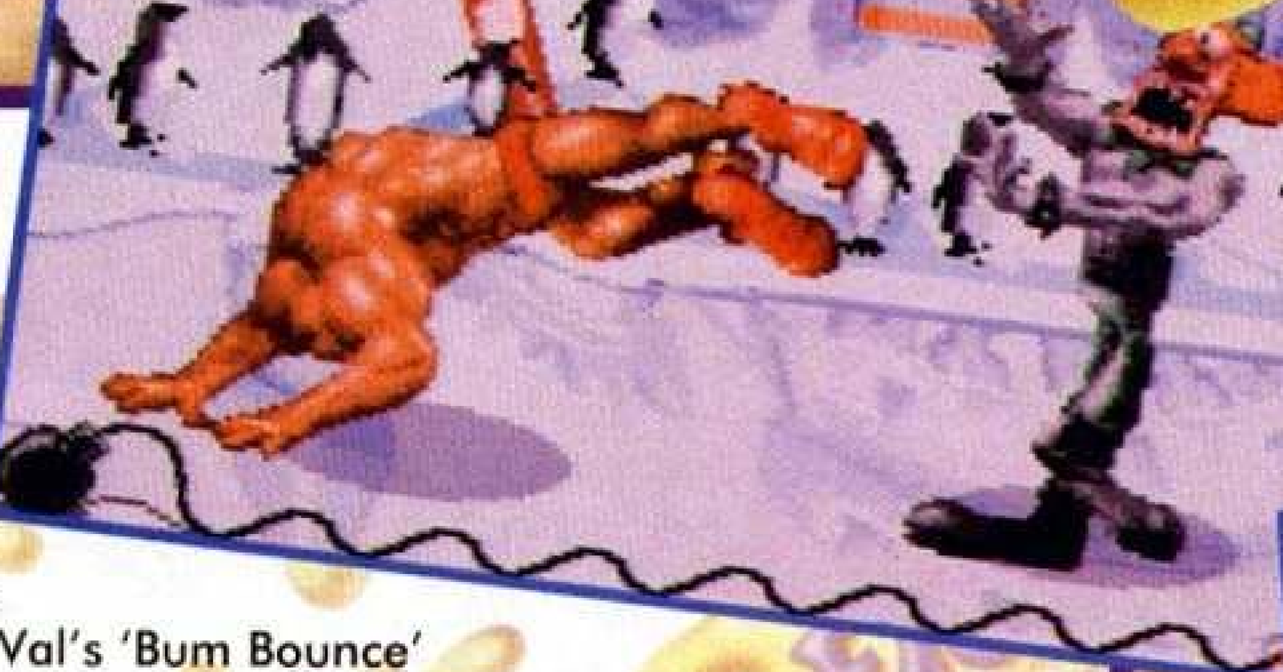
CLA
FIGH


COMPUTER
COMPUTER
PRESS START
TO JOIN IN
PRESS START
TO JOIN IN

▲ For your gaming pleasure, may we present to you the 'Start' screen. Thank you.

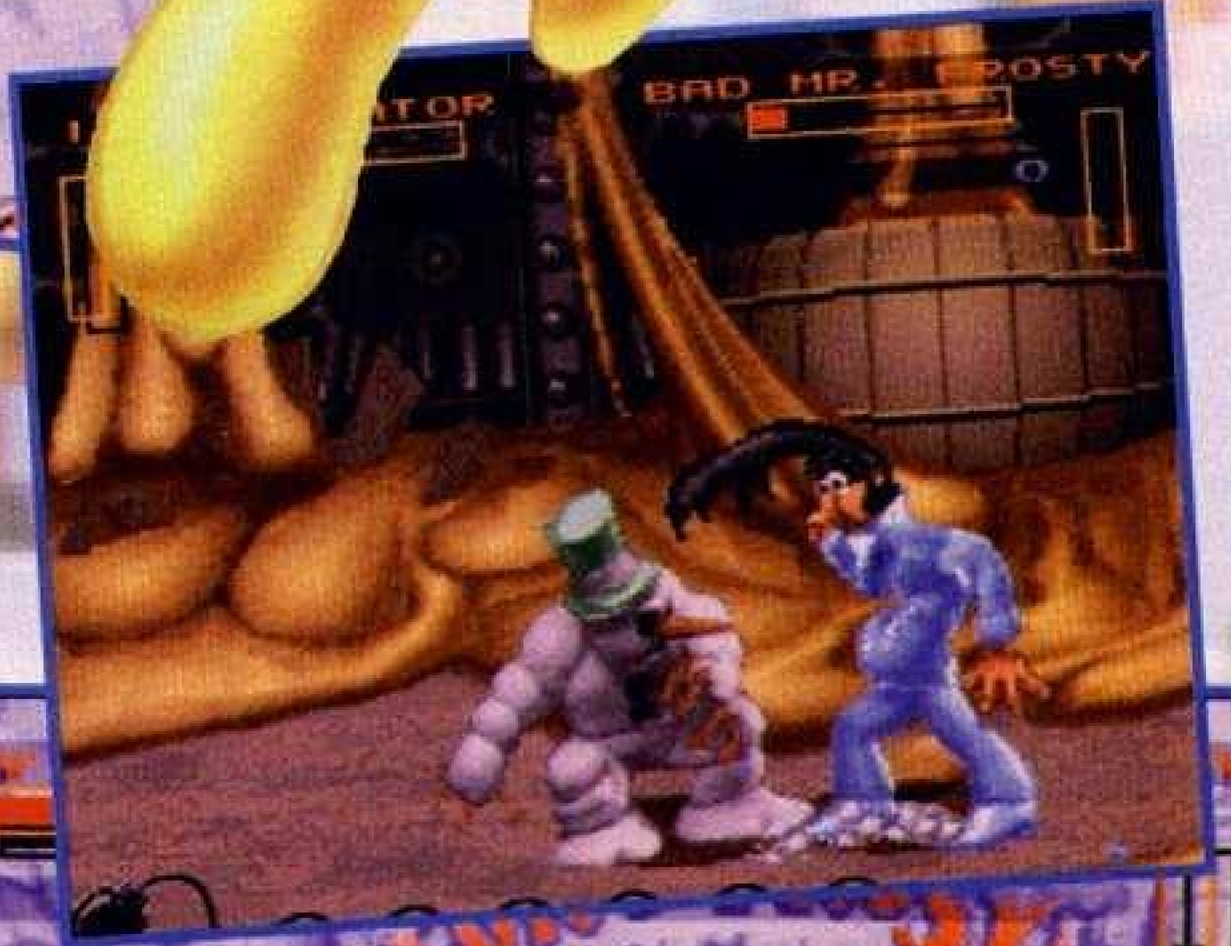

BLOB
GHOSTGUY
15,901

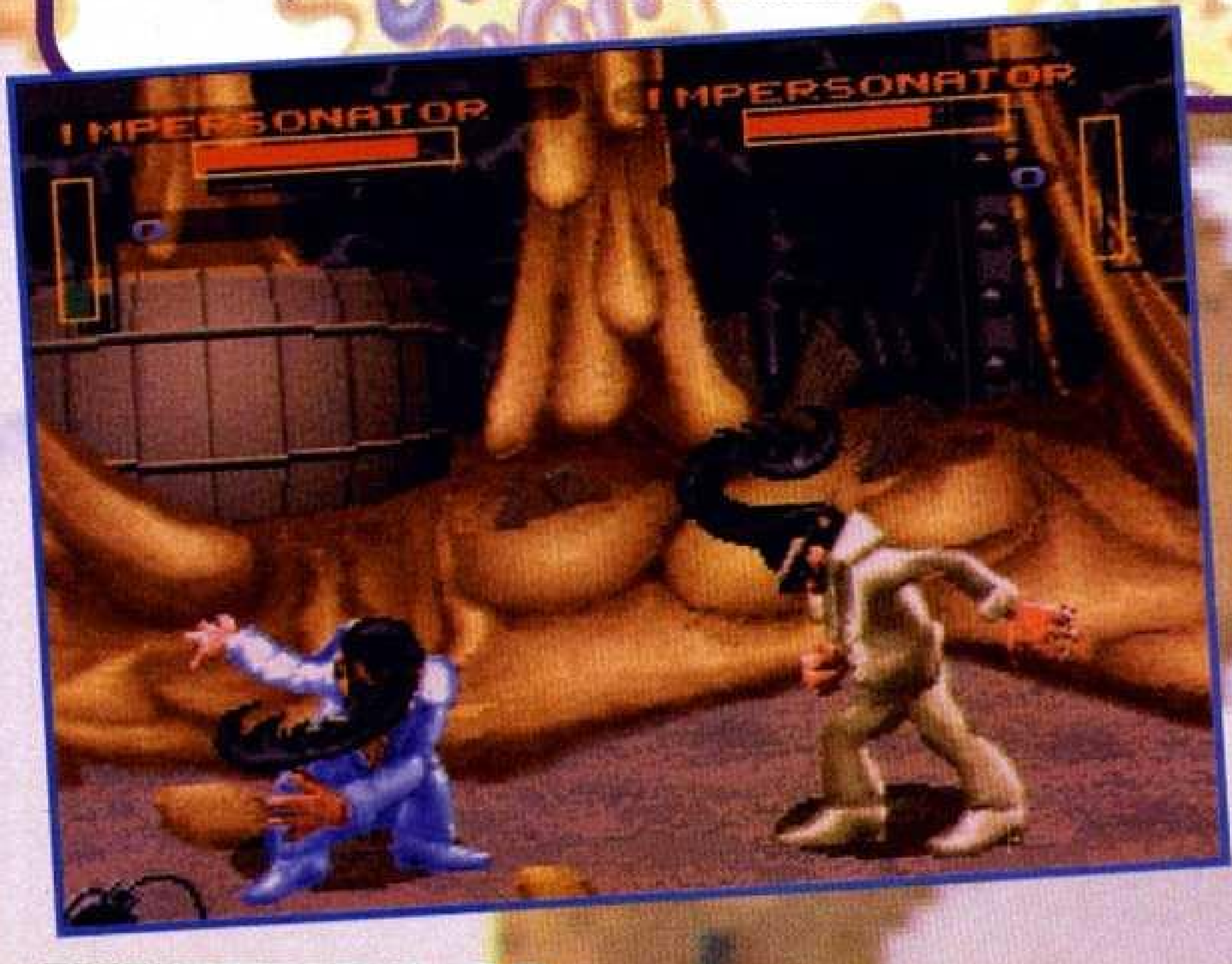

CRUSHER
VAL
Funk O' Burnin' Clay

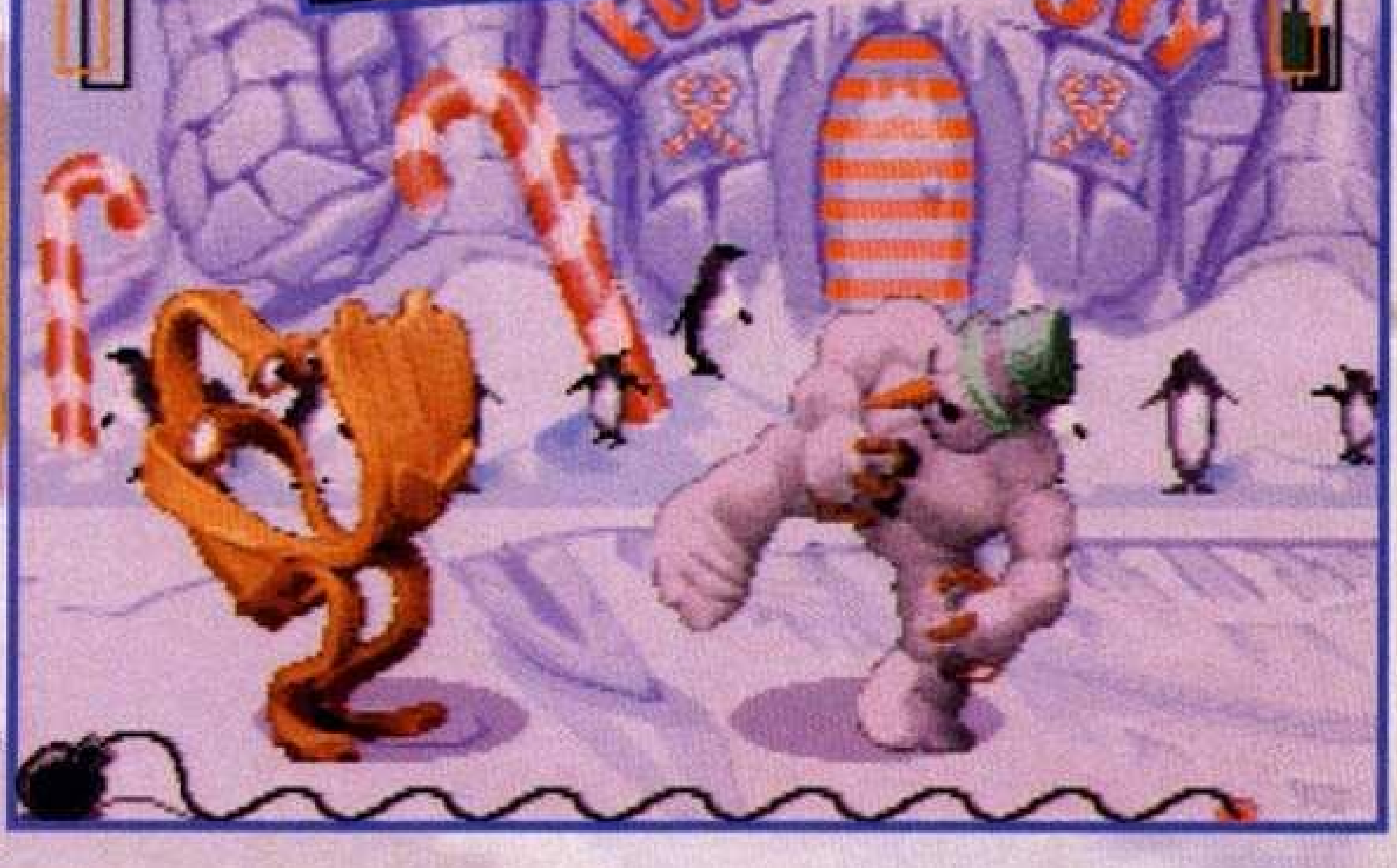


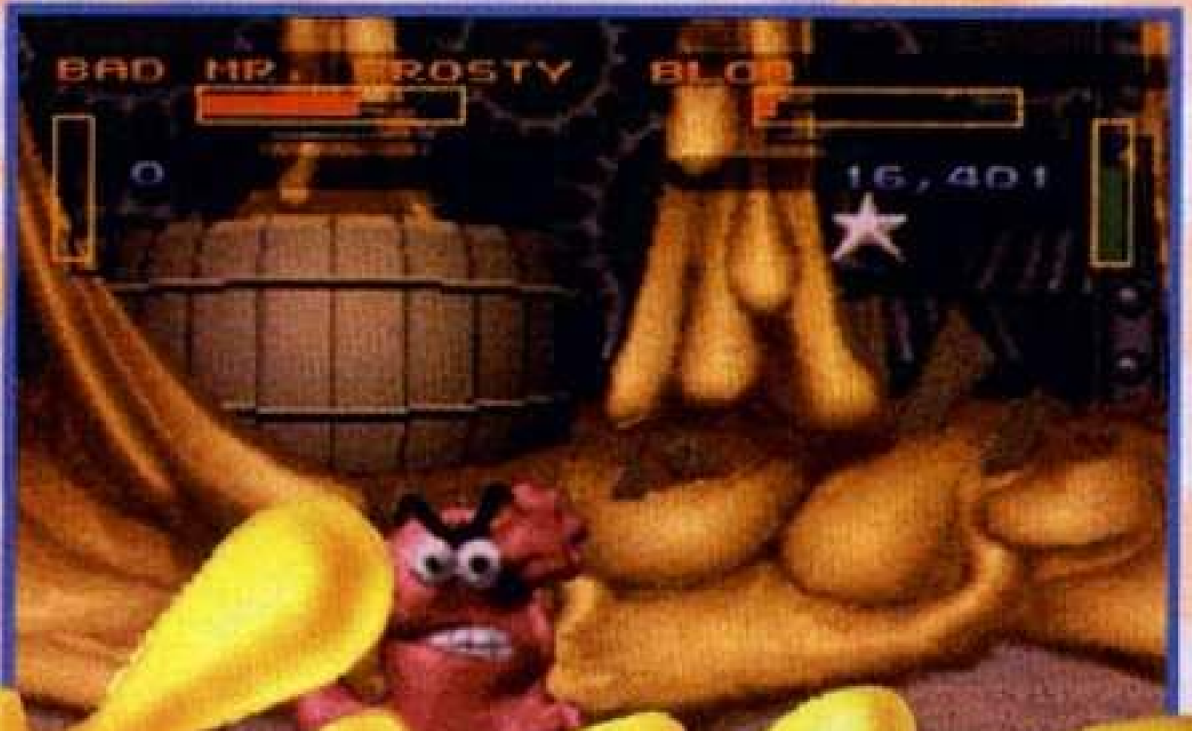
OOH, THE WAY YOU MOVE...

Each fighter's special moves are activated using the X button on the joypad. They range from Val's 'Bum Bounce' and 'Spinny Attack' to the Impersonator's 'Quiff Attack'. Similarly, the other characters are armed with similarly-powerful moves, including Crusher's many fist-based moves and Taffy Man's incredibly elastic attacks. By far the most impressive, though, is Blob. Thanks to his uncanny resemblance to a piece of Blu-Tac, Blob can change his form at will and appears as anything from a series of boxing gloves, a large head-kicking shoe or a wall to fend off attacks.

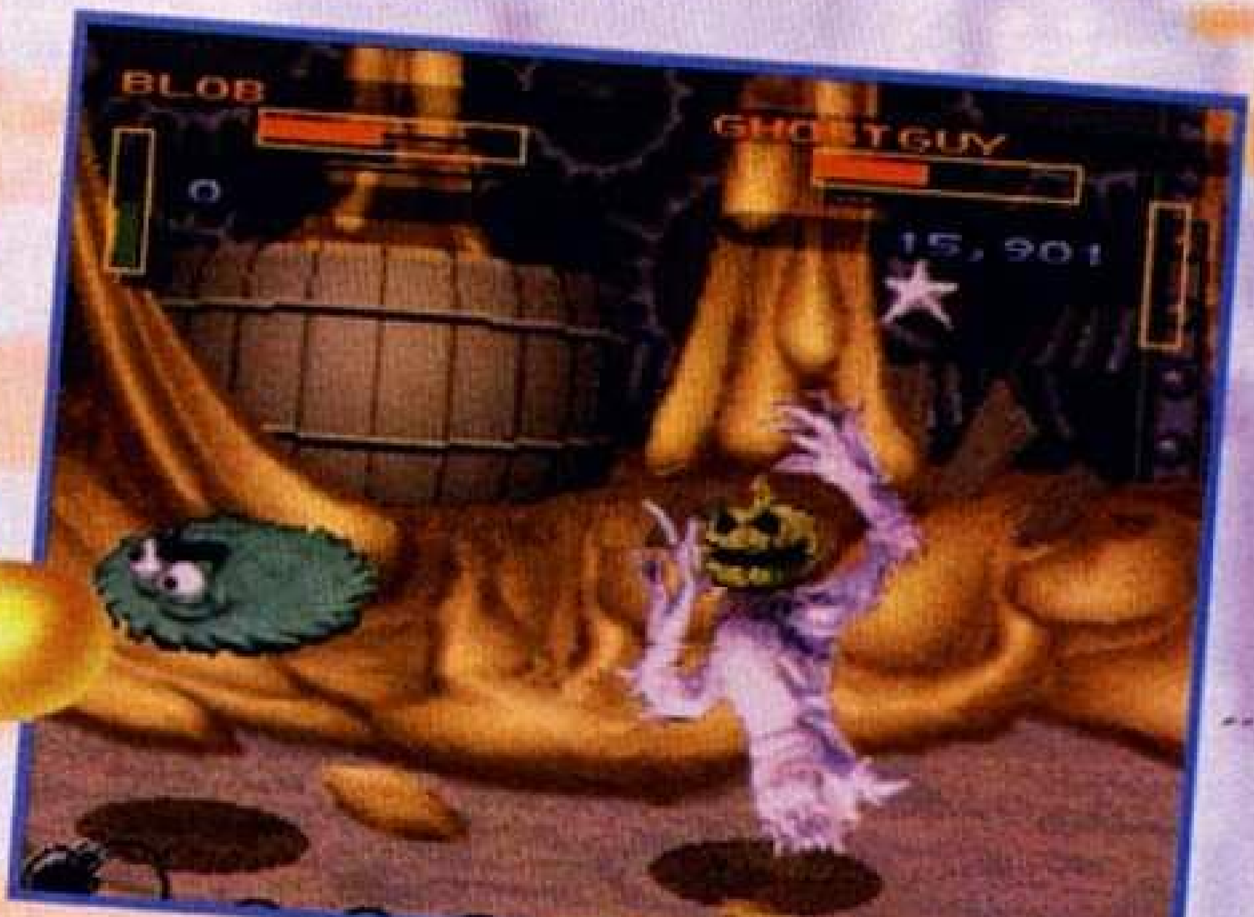

BAD MR. FROSTY

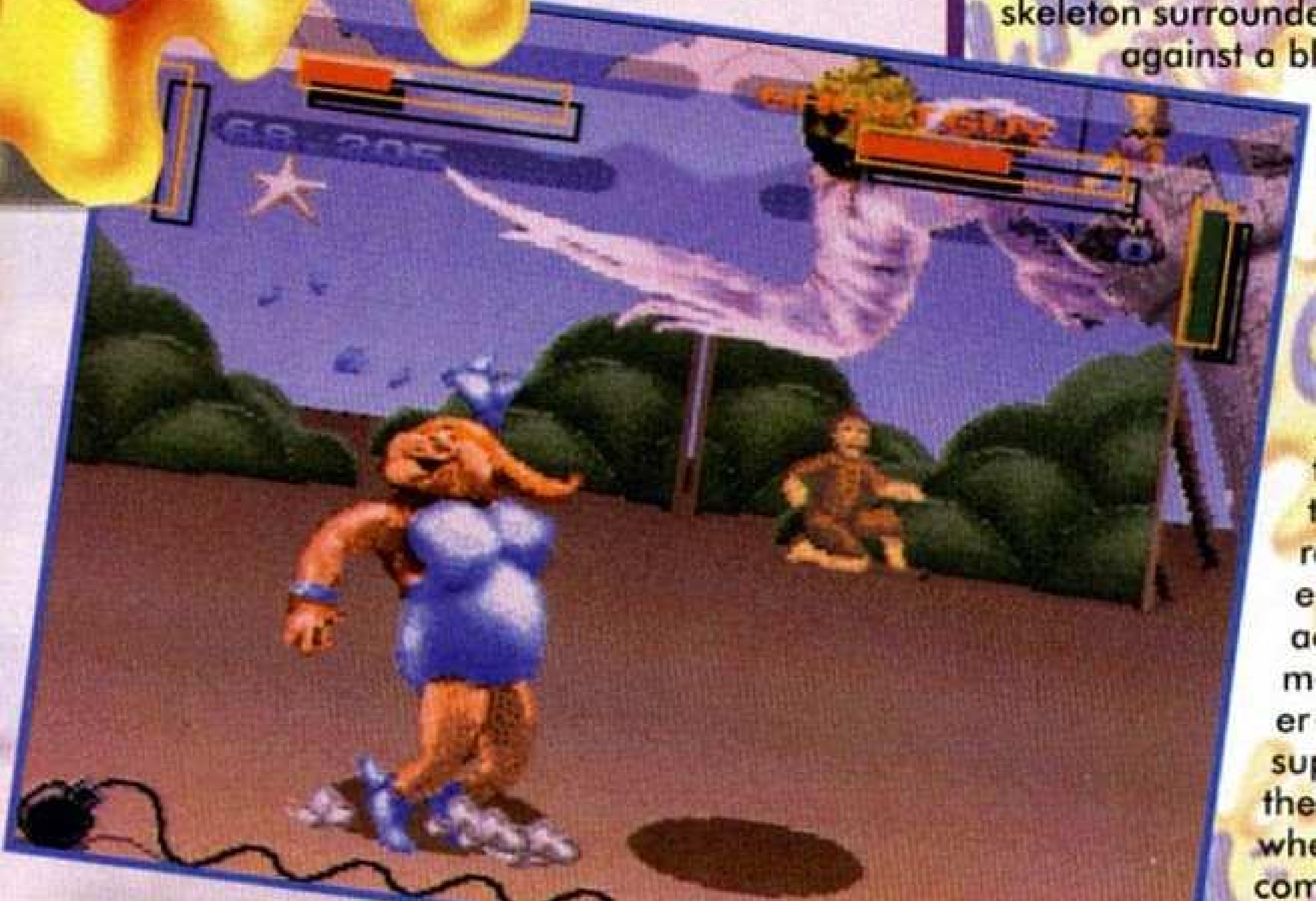

IMPERSONATOR
IMPERSONATOR





▼ Keep an eye out for the special cowpat frisbee throwing sub game!



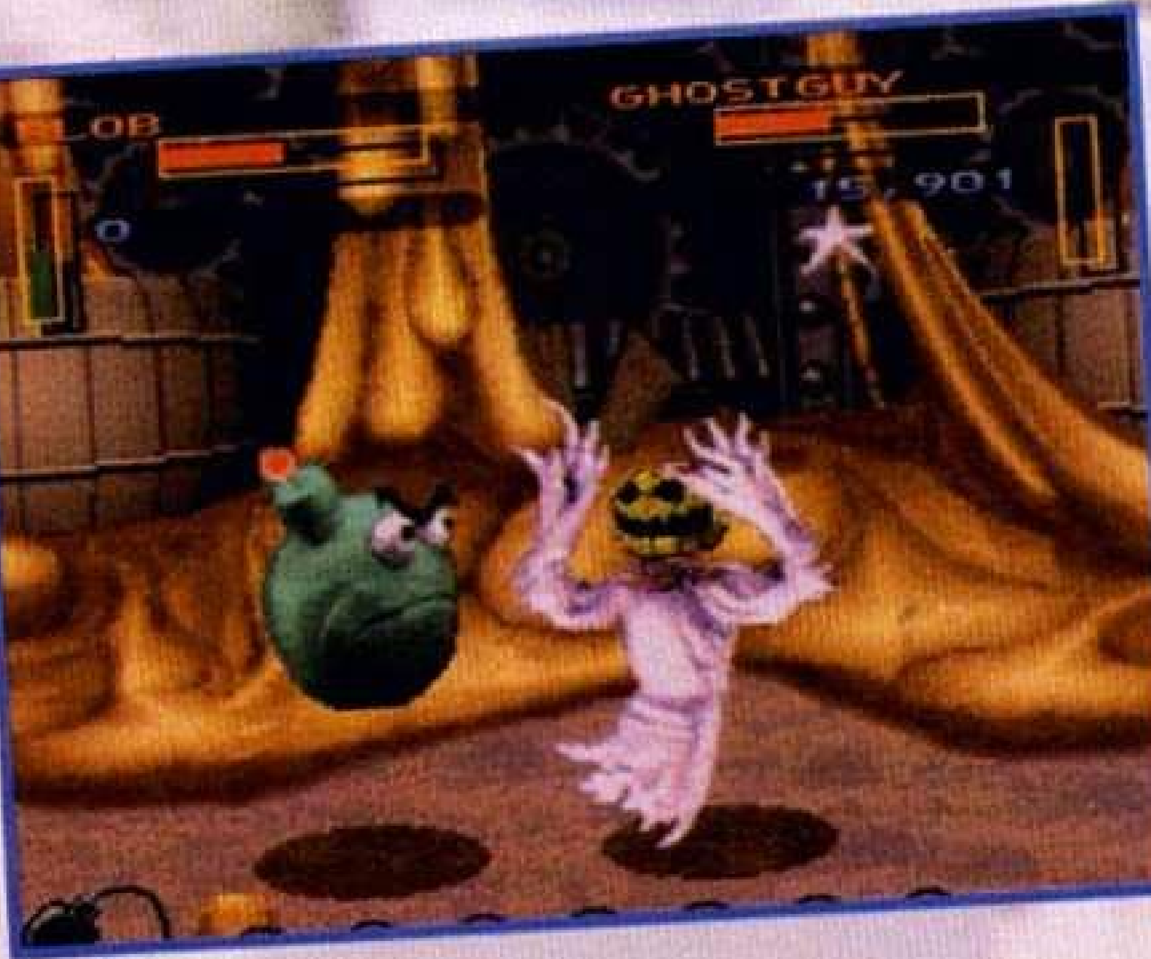


▲ Gumph! Ghost Guy forgot to put his underpants on!

PUTTY-ING IT ABOUT

If you look at the screenshots shown here, it's obvious that a lot of time and effort have been spent getting the animation of every Clay Fighter exactly right. Having constructed the fighters using a wire skeleton surrounded by clay, each was digitised against a black backdrop as it was moulded into each of its moves. This basically involved moving the characters a centimetre at a time, capturing the image onto an Amiga and porting the graphic data to the Super NES for retouching and enhancing. Each character uses some eighty moves, and for the larger jumps, and sometimes special support cranes were used to make the sprites appear airborne. Then, when the image was stored in the computer's memory, the picture of the supporting unit was painted out. With all the characters then stored in memory, they were then superimposed onto the game's backdrops and ready for action.

▲ Yes folks, you too could be the proud owner of your own Clay Fighter. All you need is a load of Plasticine, a little patience, oh, and quite a bit of artistic talent too...



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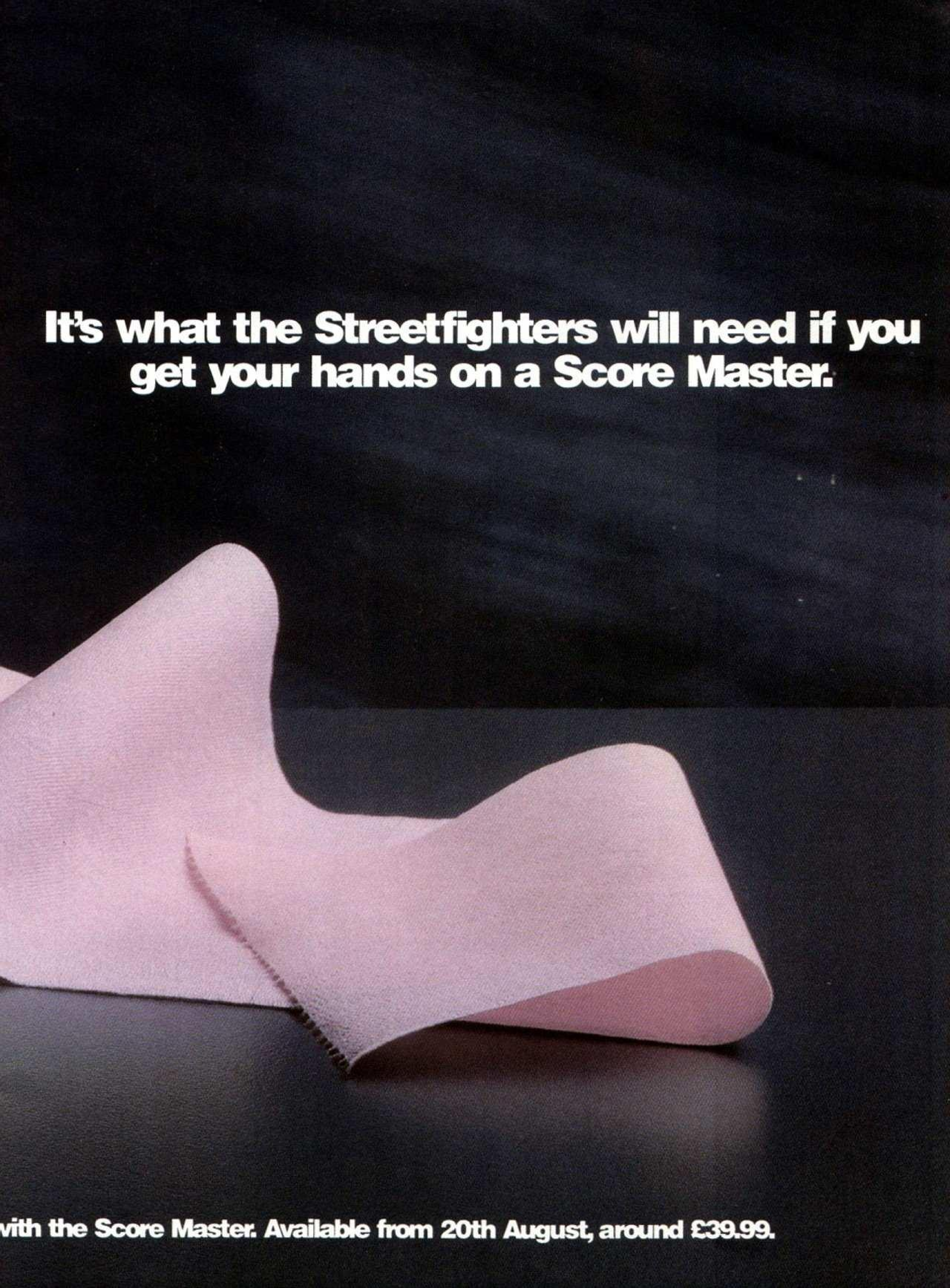
SUPER NINTENDO™
Ever smelt a scared Streetfighter? You will



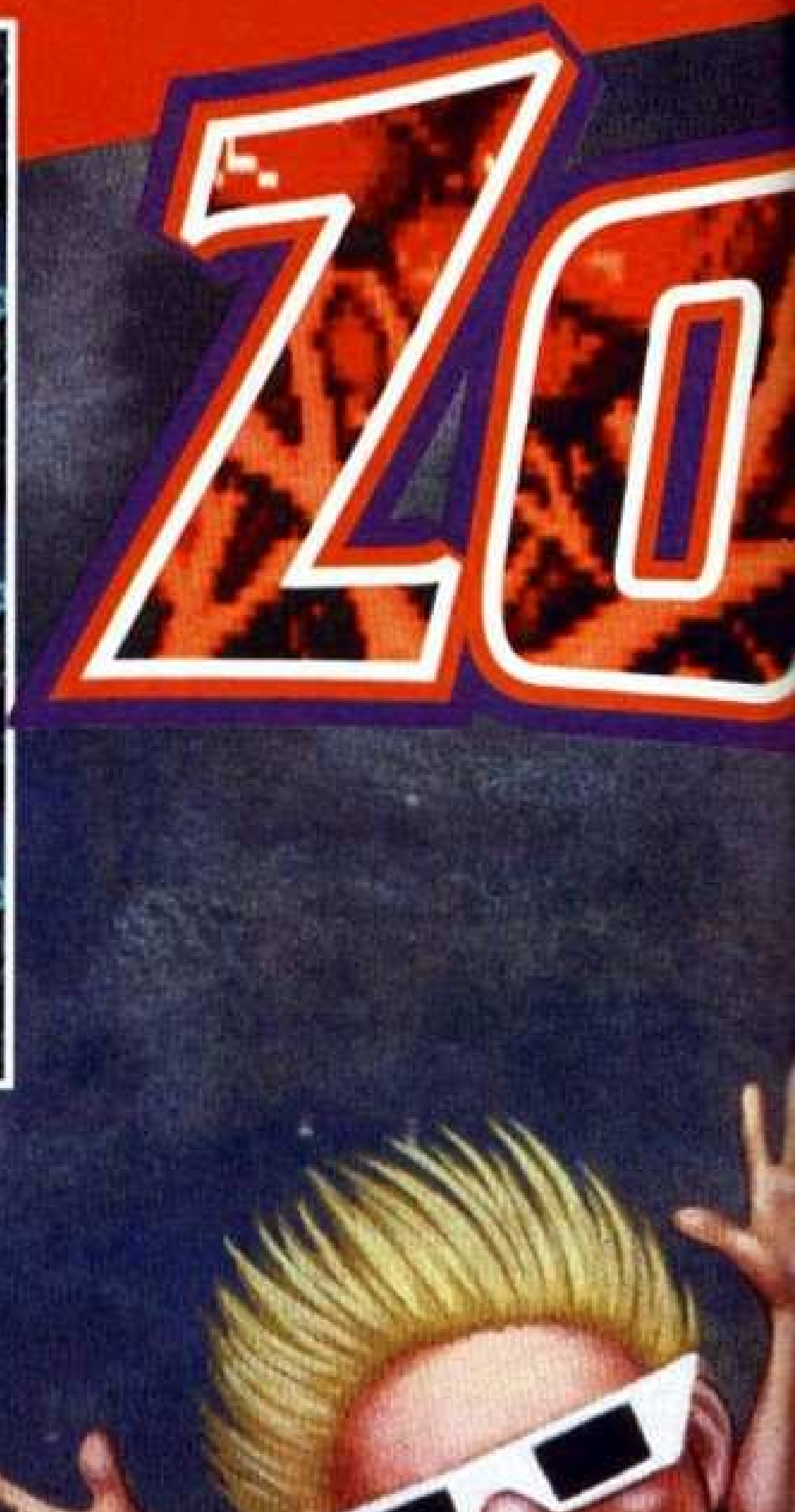
It's what the Streetfighters will need if you get your hands on a Score Master.

vith the Score Master. Available from 20th August, around £39.99.

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BY: KONAMI PRICE: TBA MEG: 8

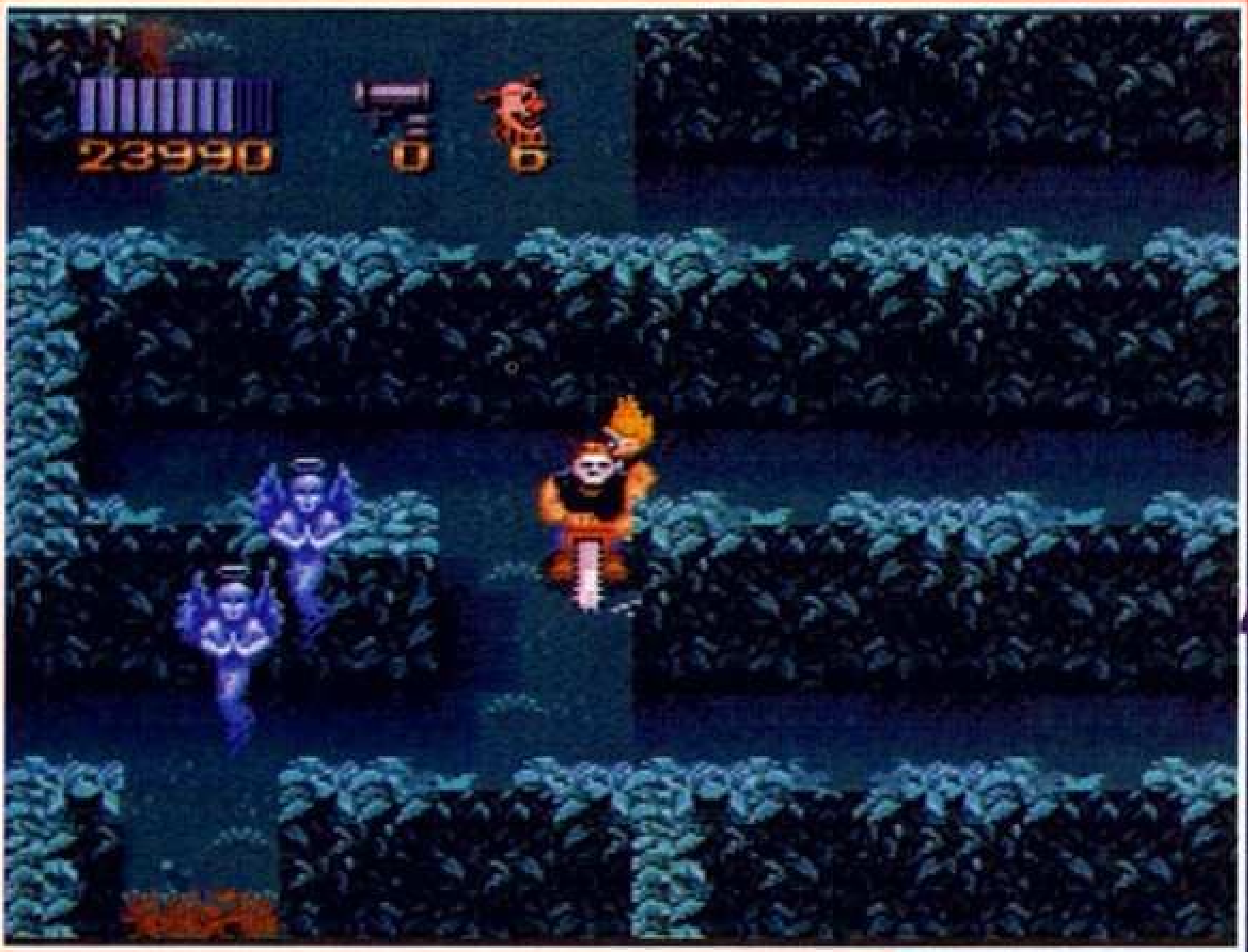


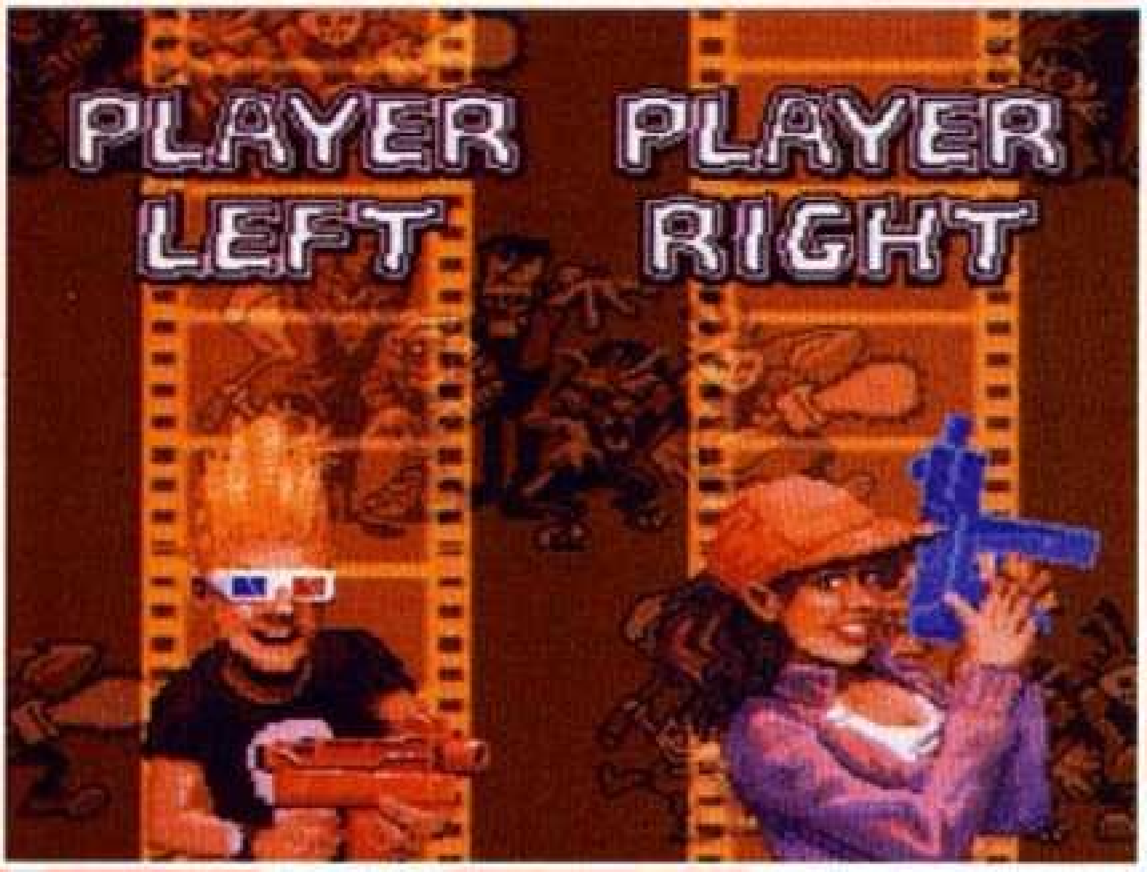
Ever heard of cheesy 50s B-movies such as 'I Was A Teenage Werewolf' and 'The Beast With Two Heads'? Konami's latest blaster contains horror stars from virtually every scare flick ever to hit the silver screen! A one or two-player game, Zombies is an eight-way-scrolling mazer which casts the player as a male or female fighter of the undead whose town has been overrun by recently-reanimated corpses and other such horrors. Set in the town's many parks and buildings, you're given a selection of weapons to cut a path through the marauding meanies - including freeze bombs, a laser pistol and tomatoes...

Each of the stages is given a B-movie-esque title, giving clues as to what you'll run into during your rescue mission. In addition to the zombies, Jason from the Friday The 13th series makes an appearance alongside an axe-wielding toddler. Contact with any of these vicious creatures saps our hero's energy, and repeated hits prove fatal.

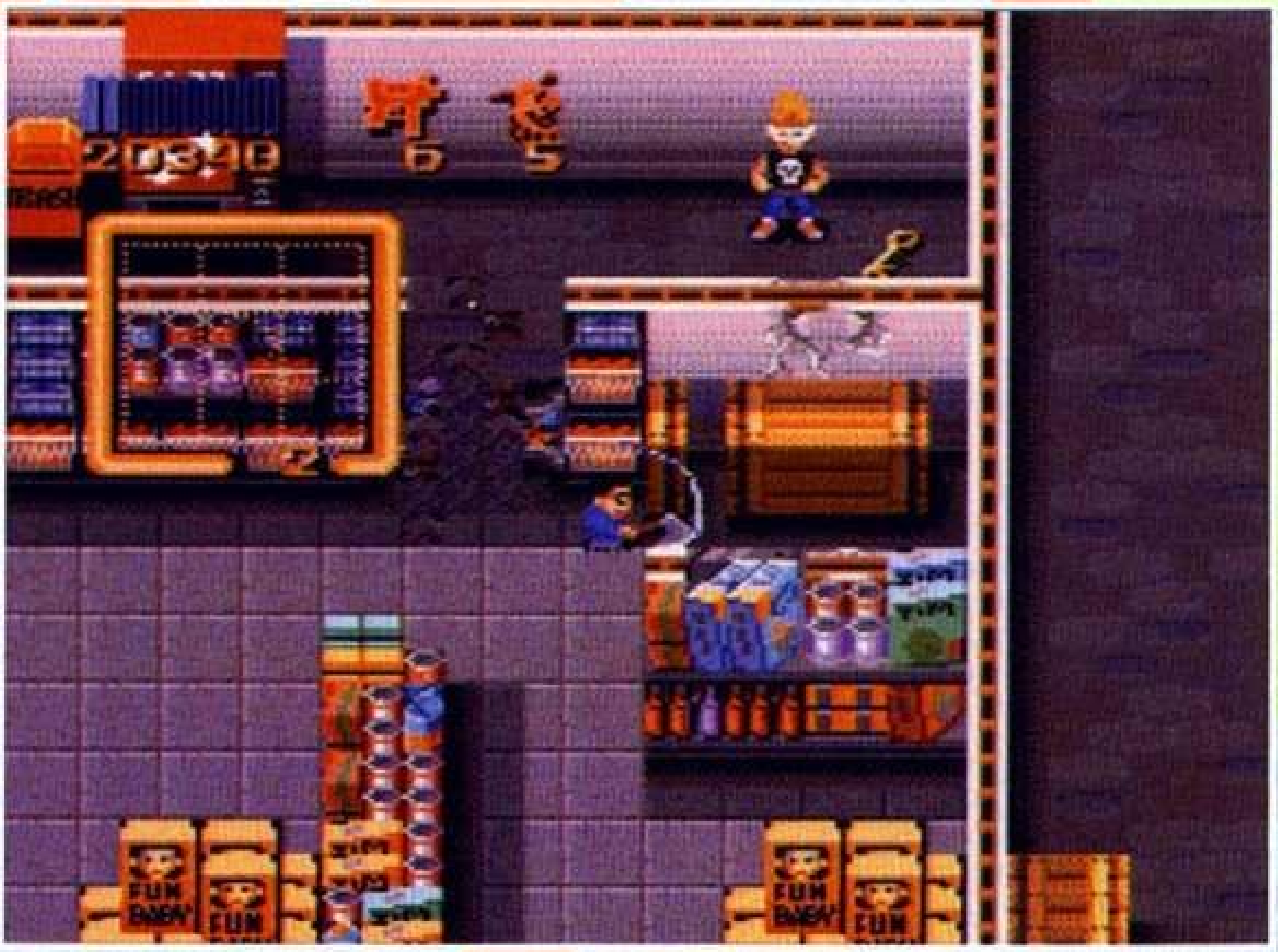
NMS originally saw Zombies several months ago under its old title of Monsters. Since then, Konami have added even more backdrops to include a really smart Egyptian land and more ground-based hazards for our heroes to use - including trampolines.

Konami are hoping Zombies will be invading your Super NES sometime in October. A Review is on its way, so stay tuned for the full low-down next ish.

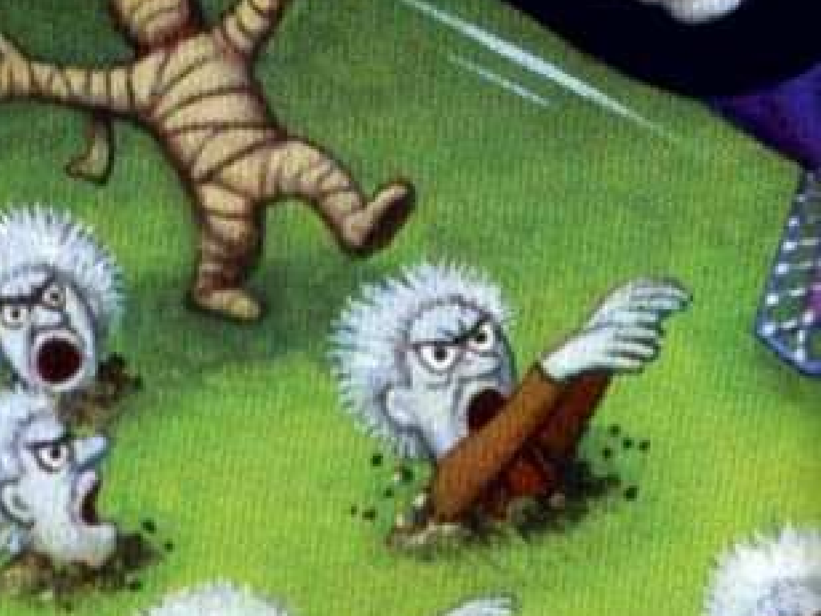




▲ Honestly, just because they hate our captions, Gary and Co keep giving us fat like this to caption. One day, though... One day...

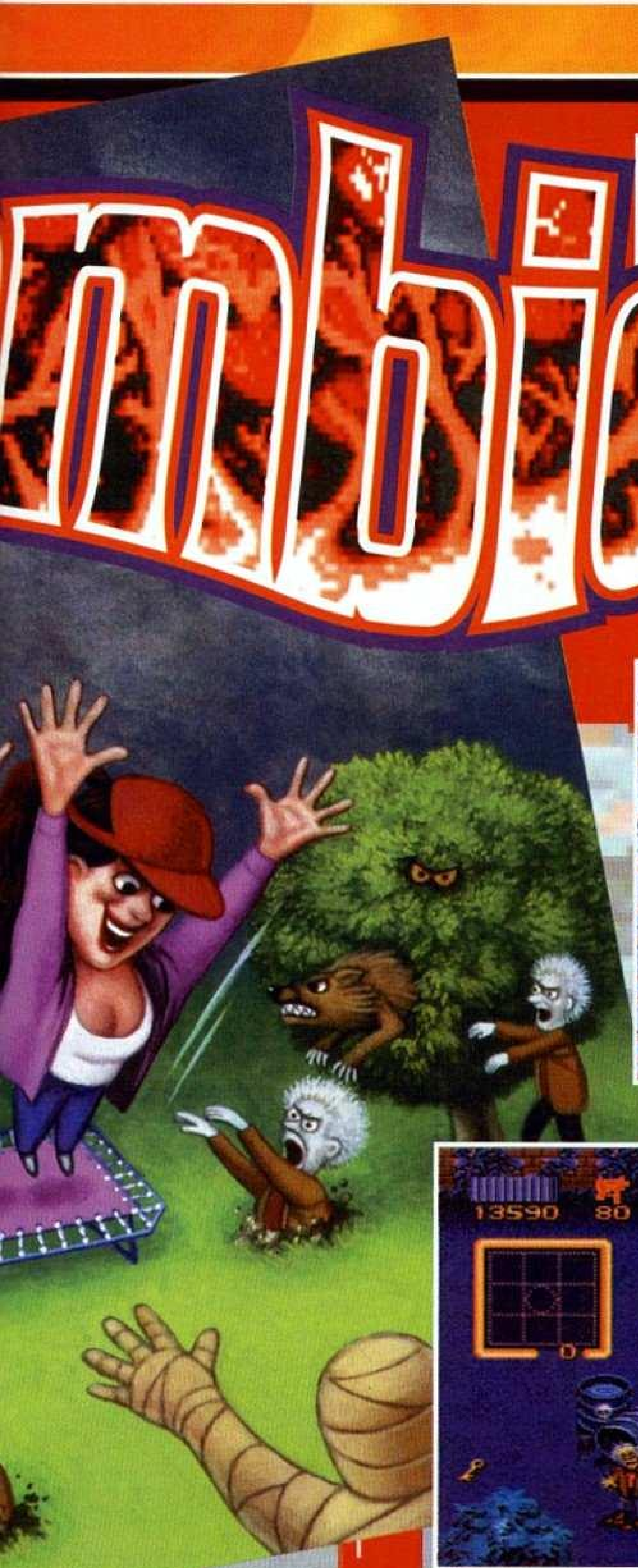


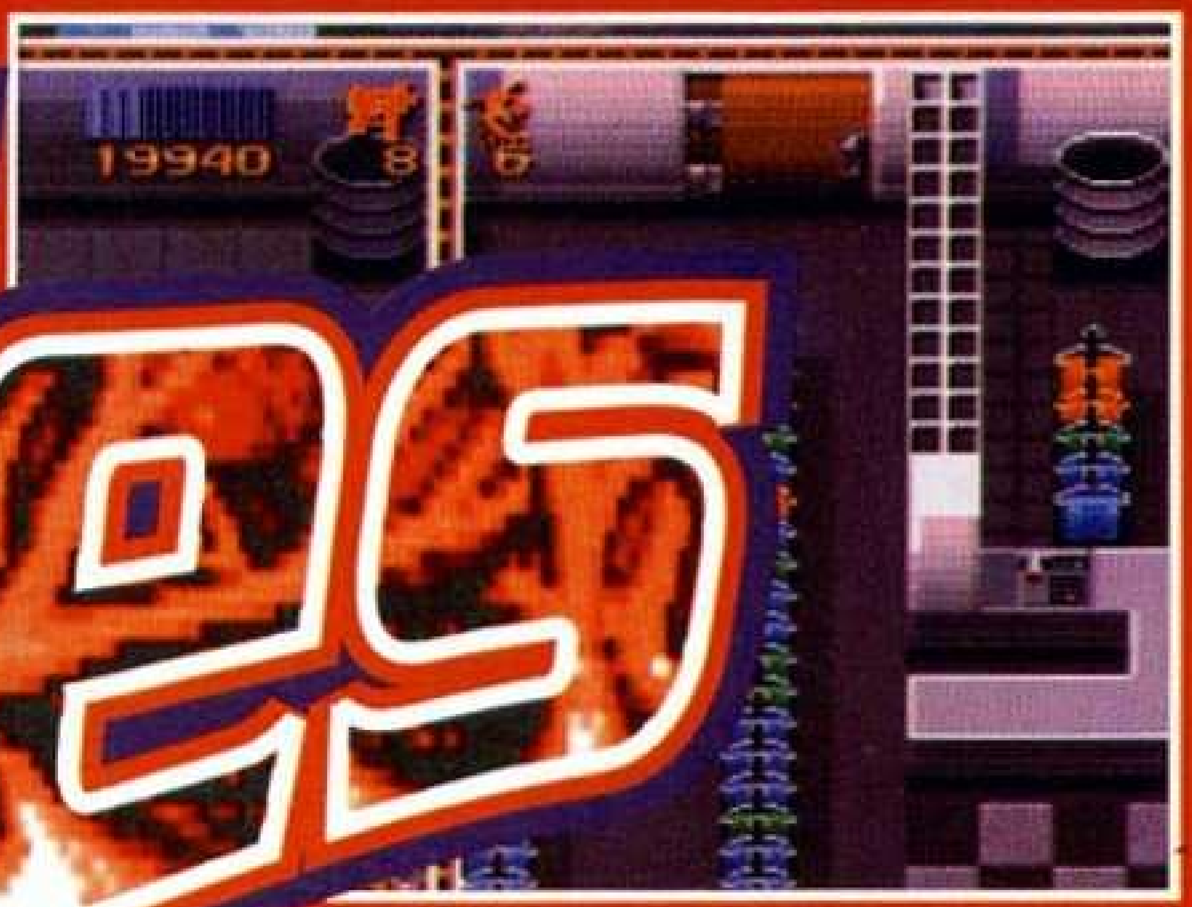
▼ My, that girl's a funny shape isn't she - she's almost tubular! And as for that hero of the piece on the left, he's a little... well, fat, isn't he? Honestly, it wasn't like this in Dawn Of The Dead. Not a weirdo in sight, in fact...



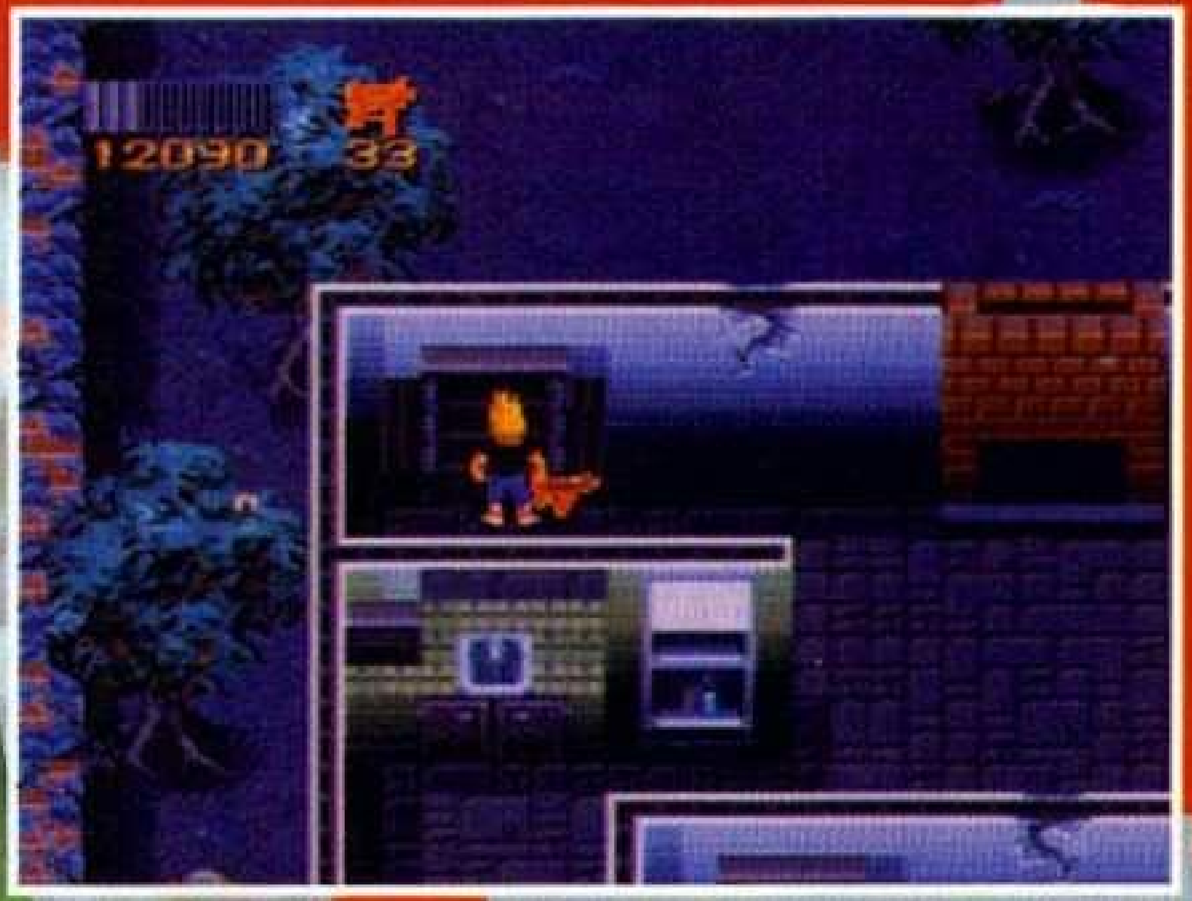
IN THE HOUSE

Amidst the scrolling levels you'll find a series of buildings which may contain extra power-ups or even the odd local. However, the doors are sometimes locked and you'll have to use one of the keys scattered about. Once you're in, further goodies can be found by walking up to furniture items such as cupboards and shelves which often reveals extra weaponry or health points. Then again, they often play host to evil energy-sapping ghosts...





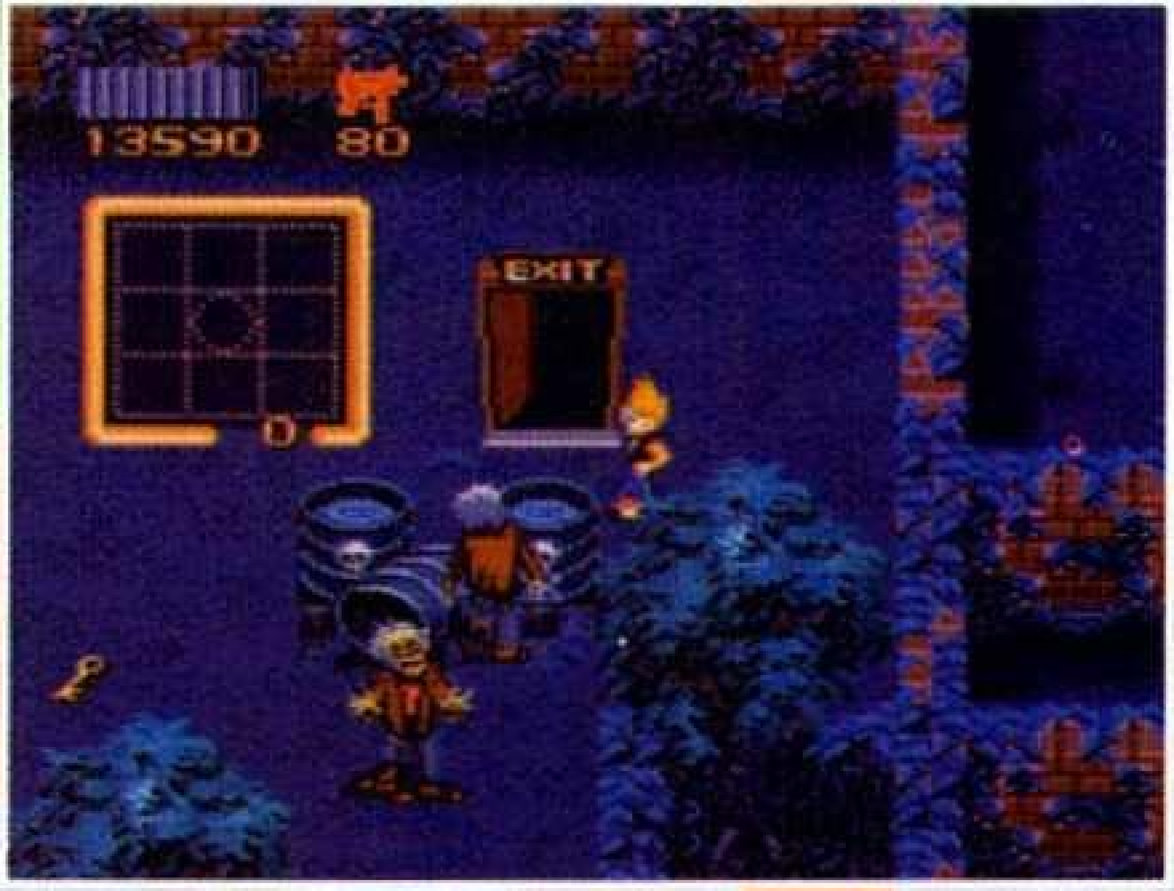
▲ Some exciting Zombies action obscured by one of Gary's big logos yesterday.



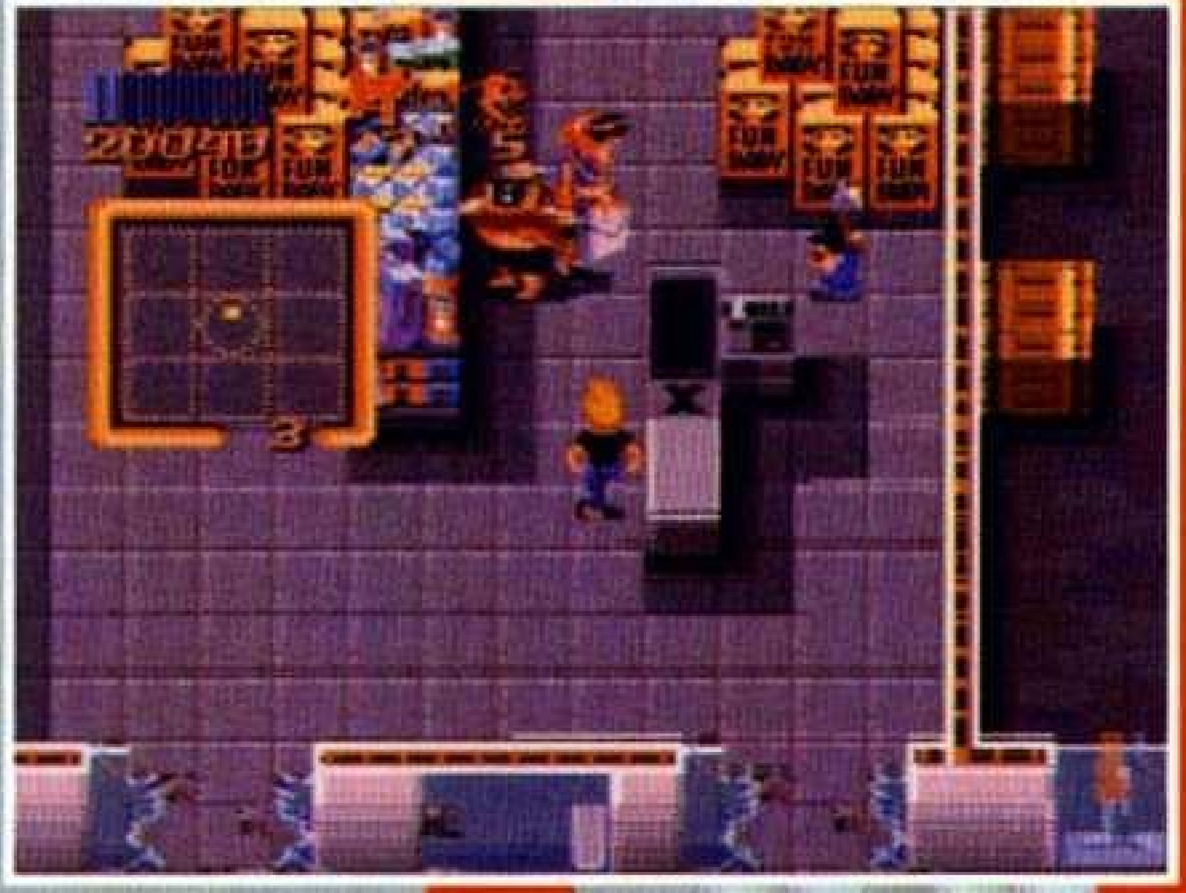
▲ "Oh yeah, and don't forget my train set, Santa..."

HAILP! HAILP!

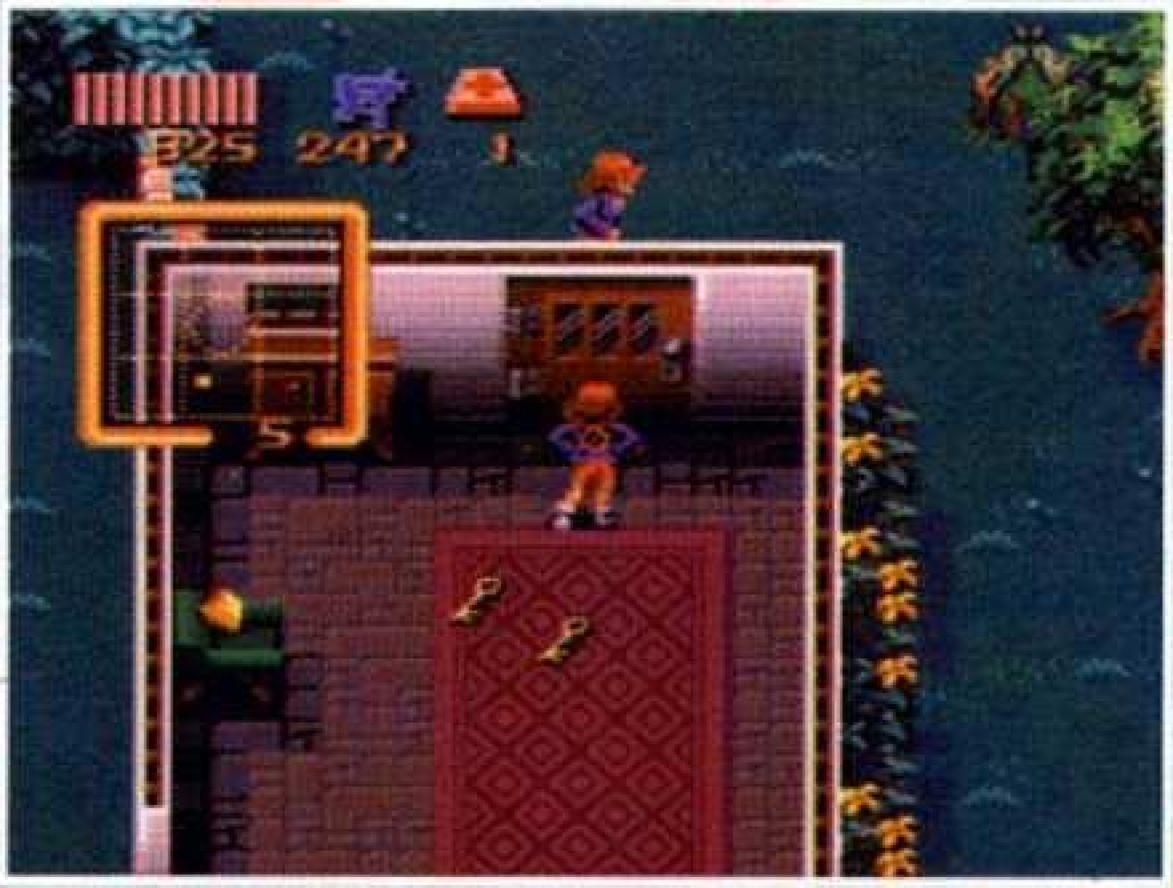
The civilians you're trying to save are a bit of a dim bunch and stand dead still as the zombies and chainsaw-wielding foes do what they do best. One local even carries on cooking at his barbecue! The basic aim in clearing a level is to rescue as many civilians as possible by touching them, but as the levels progress the number of survivors in each level is reduced slightly with the assorted meanies getting more and more vicious in the process. As a result, towards the end of the game there may only be one person for the player to save - and if the creatures get there first the mission is aborted!

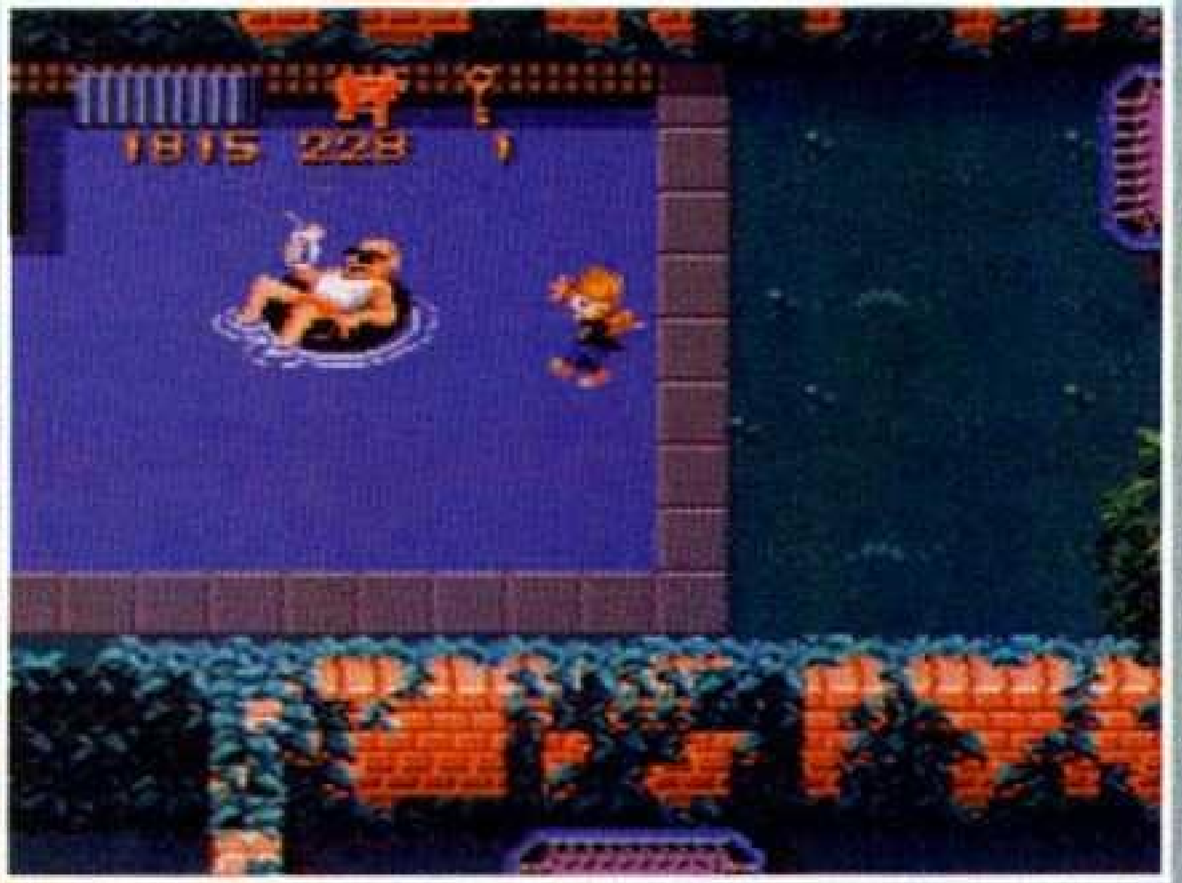


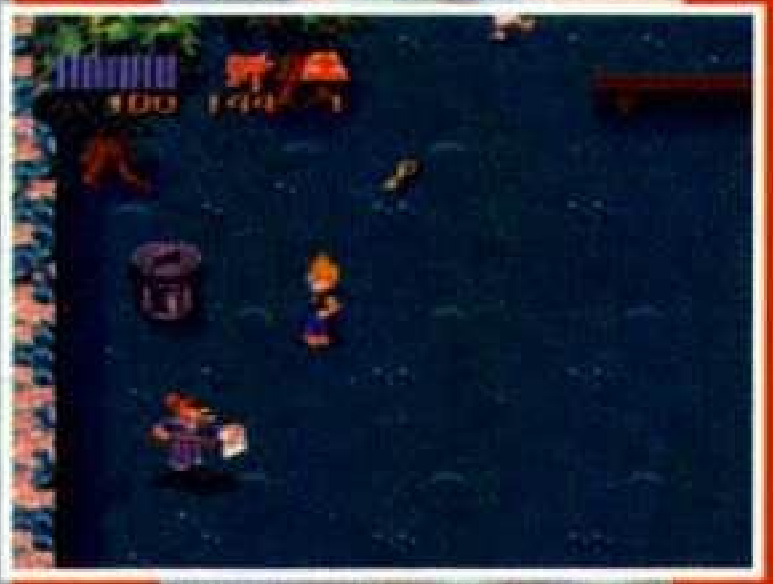
▲ As Keith made for the exit, the zombie burst into song, recalling memroies of the great undead operas of 1742...



▲ "Gavin! Gavin! How many times do we have to tell you? Put that axe down - or you'll hace somebody's eye out..."







▲ S'funny, but that old ladie sprite down the bottom looks as if she's wiping some (snigger) dog poo (titter) off the end of her walking stick. Well, I dunno what's going on...

BY: INTERPLAY PRICE: TBA MEG: 8

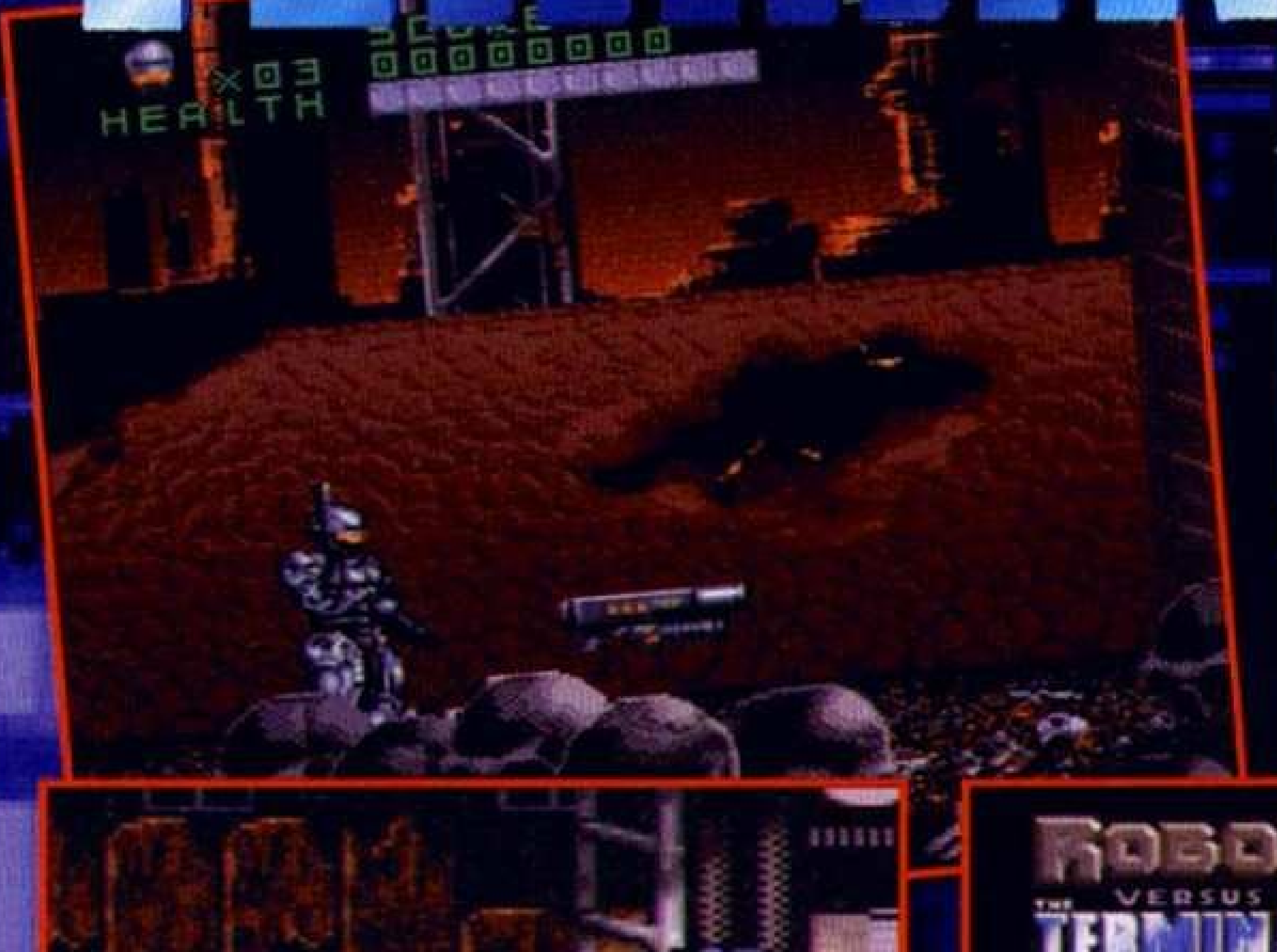
ROBOCO VERSUS THE TERMINATO

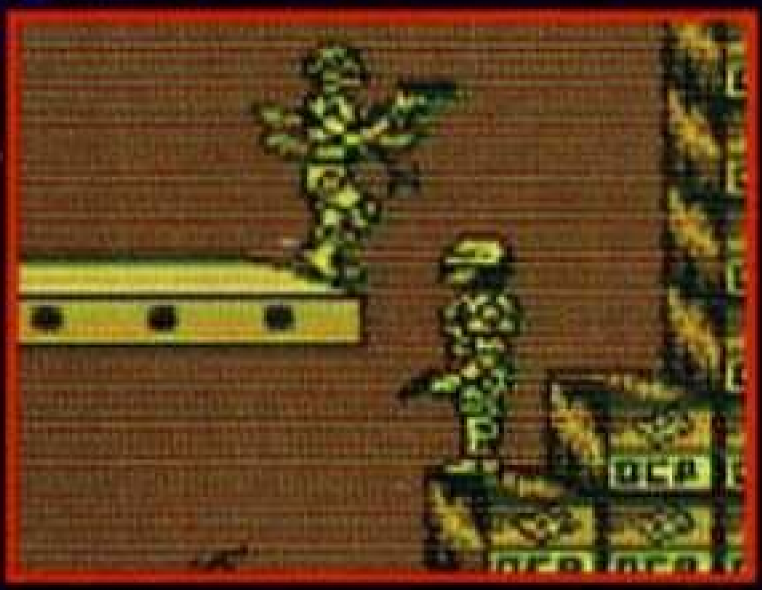
There have been some pretty smart pairings in the past - Les Dennis and Dustin Gee, Zig and Zag and Peters and Lee - but Interplay are preparing a true clash of the titan(ium)s - Robocop Vs Terminator. Based on the Dark Horse comics, the game casts the player as the baby food fan and future of law enforcement, thrust into the nightmare world created by Skynet. Having decided that Robocop was the first step in the creation of Skynet and the Terminator cyborgs, the humans in the future have sent an agent back to destroy Officer Murphy. Thus, Robo now has to fend off attacks from the future agents AND venture into the future to take out Skynet.

The game uses a shoot 'em up style similar to that favoured by Ocean's Robo-based blasts. Numerous hoodlums appear, as do countless energy-sapping hazards, and these are either shot or avoided as Robo picks his way through to the boss at the end of the stage. Similarly, as Robo is warped into the future, the assorted felons are replaced by Terminators and other robotic menaces sent to destroy you by Skynet.

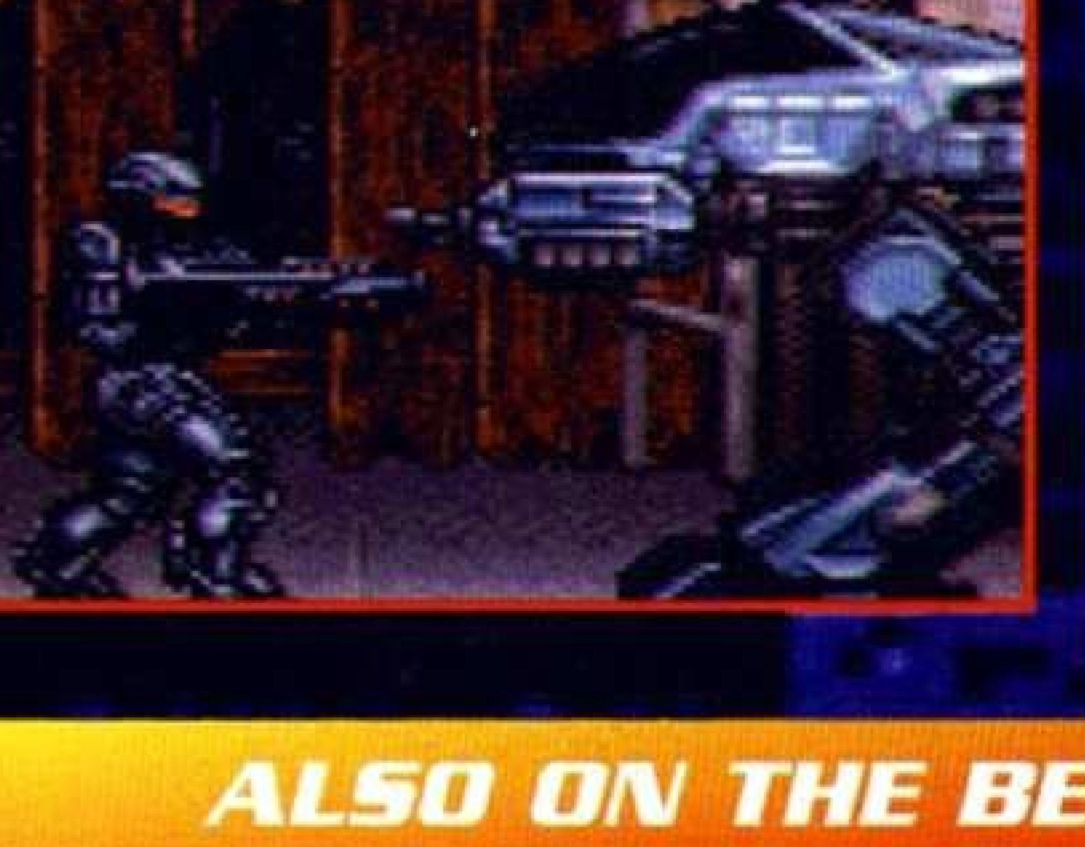
Interplay have incorporated all manner of ideas from the Robocop and Terminator films, with Robo replacing lost energy with baby food, and ED-209 making an appearance as an end-level boss. Likewise, the Terminators are supported by Hunter-Killers and a new breed of Terminator Dog!

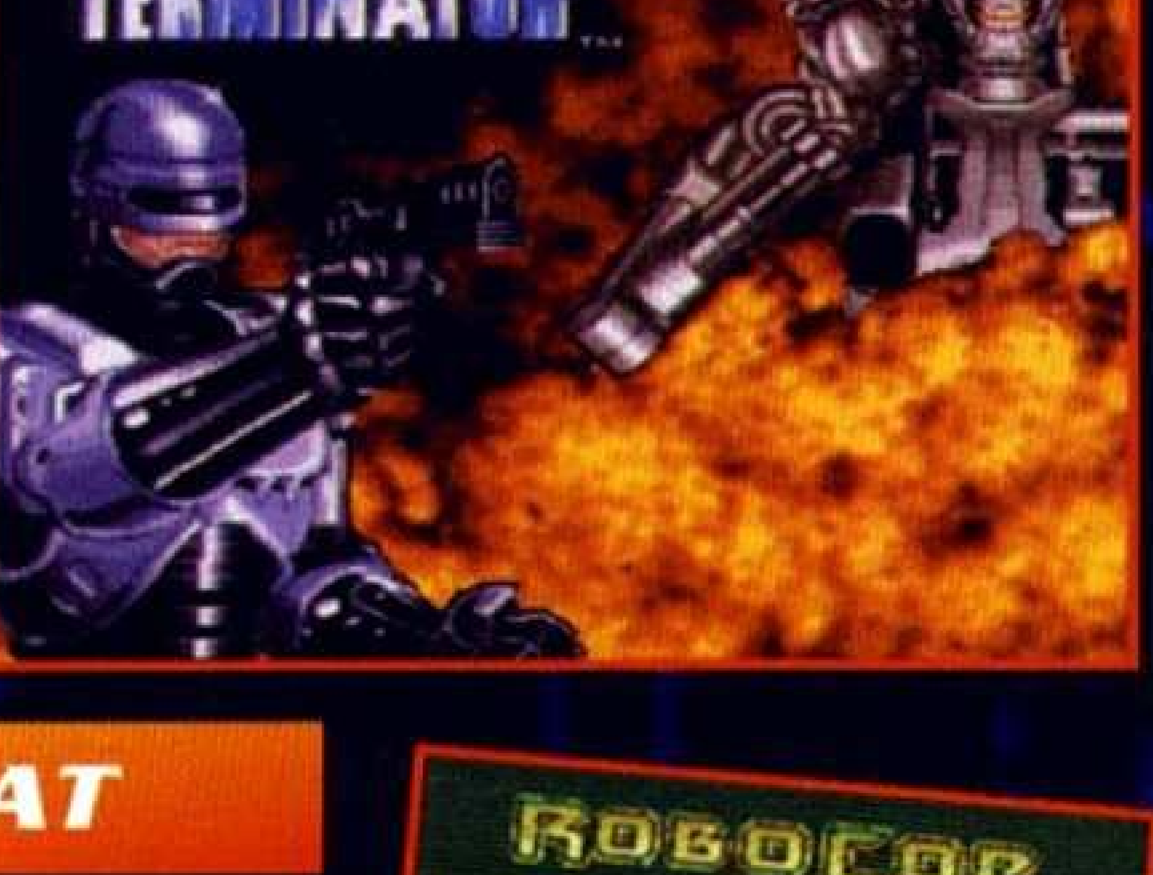
Robocop Vs Terminator will be stomping on to your Super NES in October.





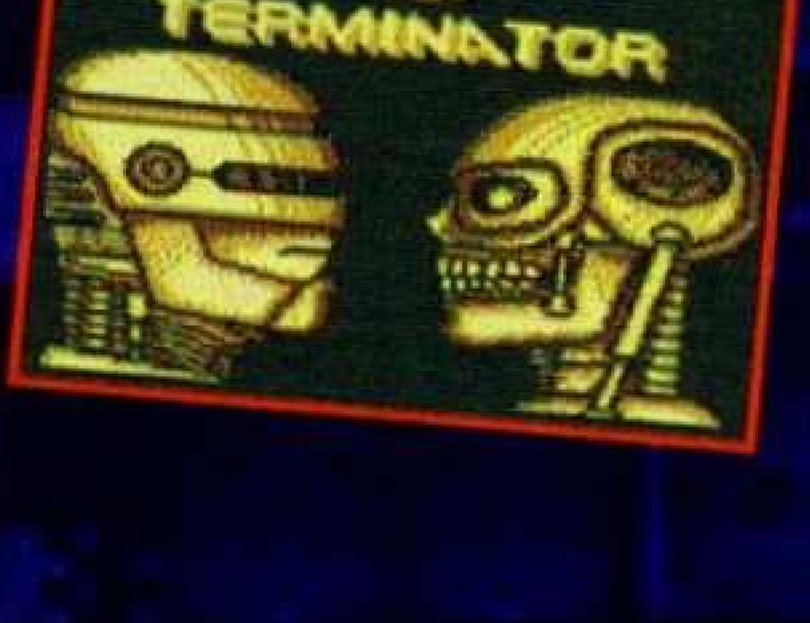
▲ As Robocop stood and took the taunts about his extremely short legs, he found solace in the saying the strange old man on the mountainside had told him. 'Bog off, stumpy' he had said.

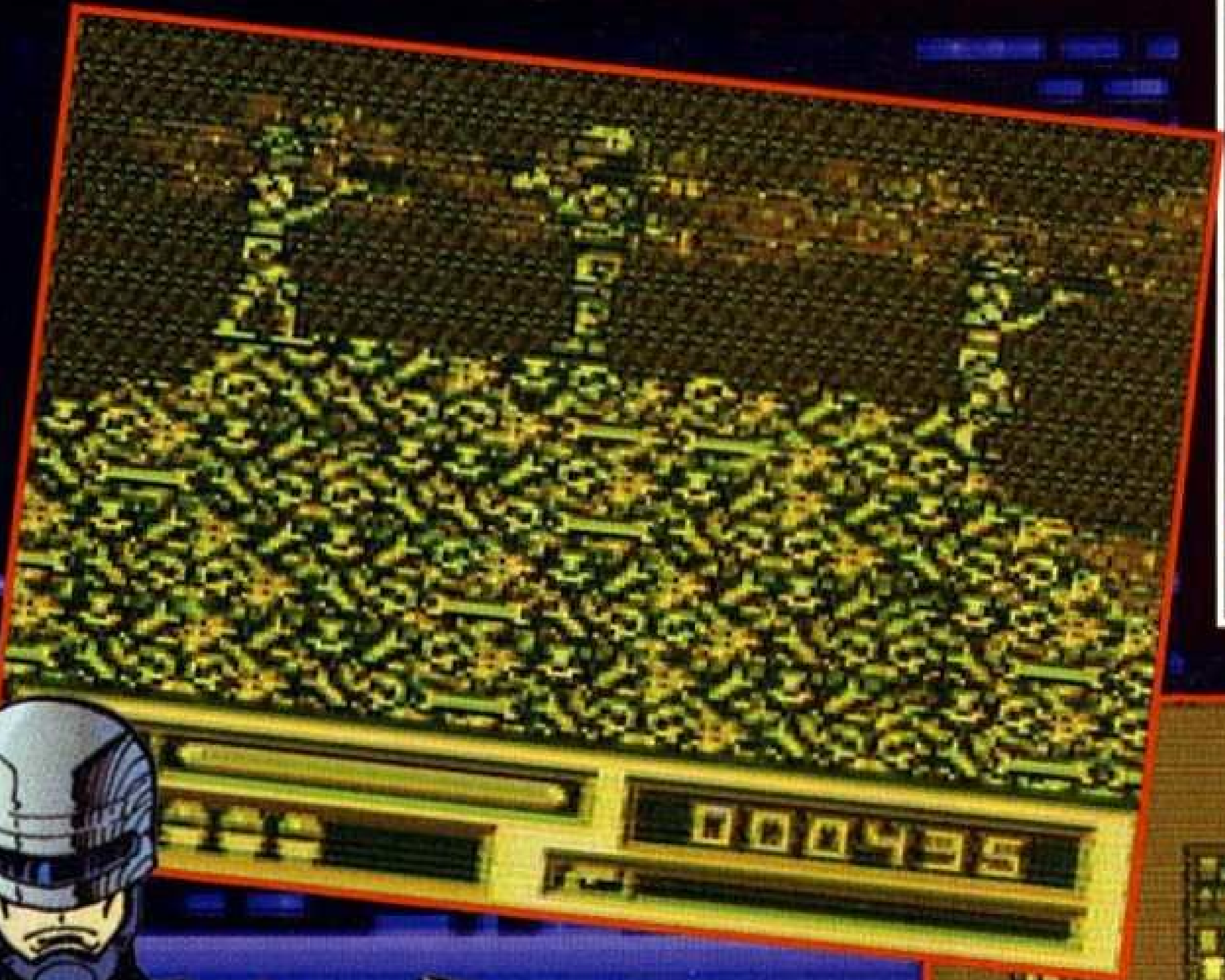


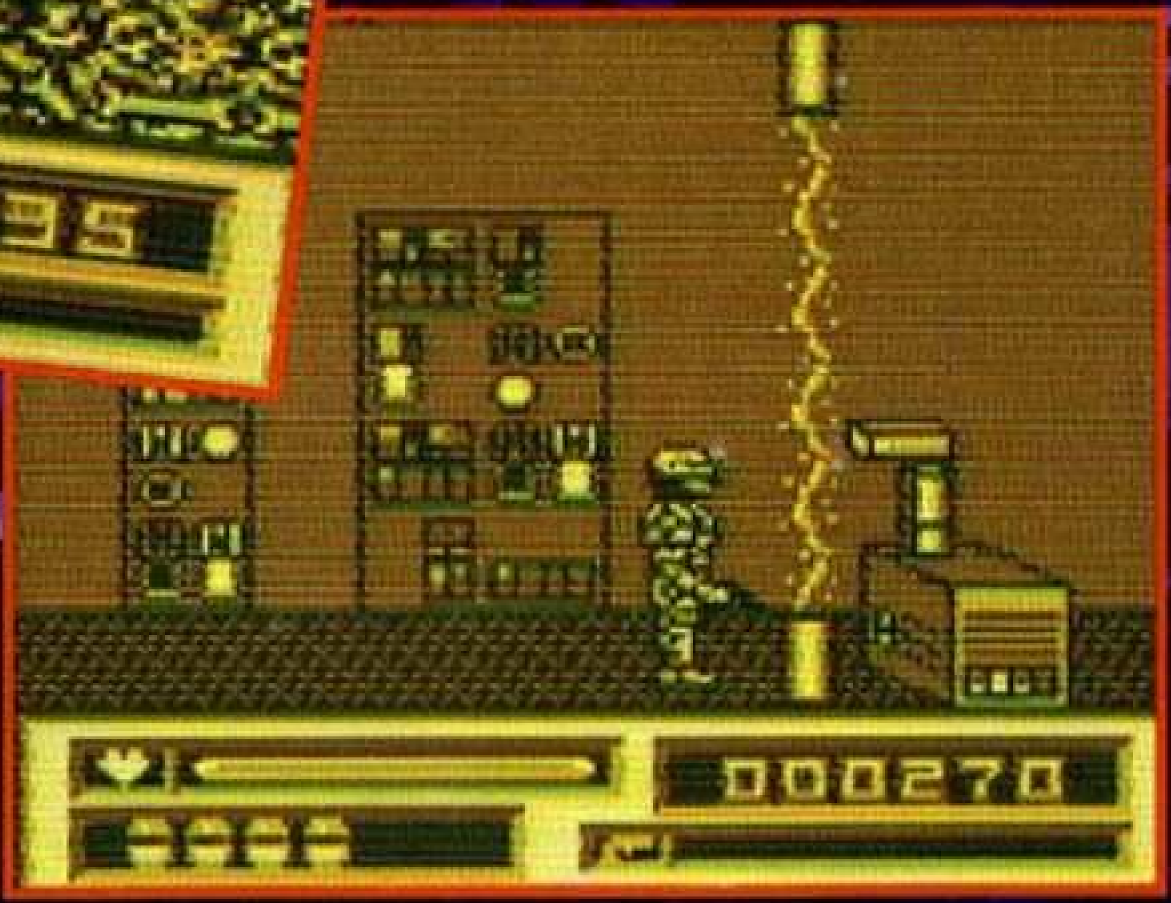


ALSO ON THE BEAT

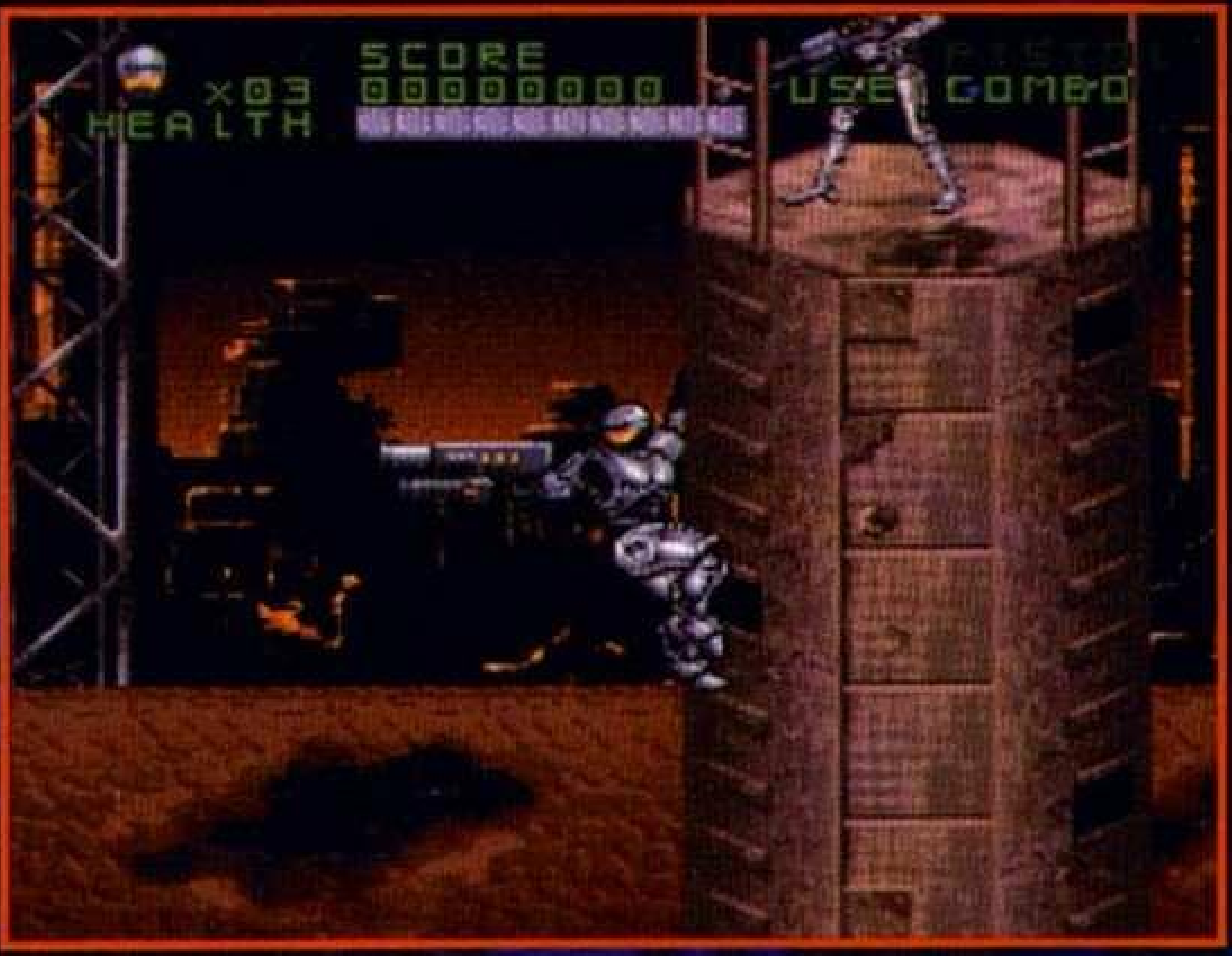
Also lining up for patrol duties are versions for the NES and Game Boy. The NES version is at a very early stage of development and there isn't much to see, but the handheld game takes the same blast 'n' walk idea of the Super NES game - albeit more platform-based. Starting on the streets of Detroit, Robo moves through sewers, into the OCP building and eventually into the future, collecting extra weapons as he goes. All three versions are scheduled for an October release, so stay tuned for the definitive NMS reviews very soon.







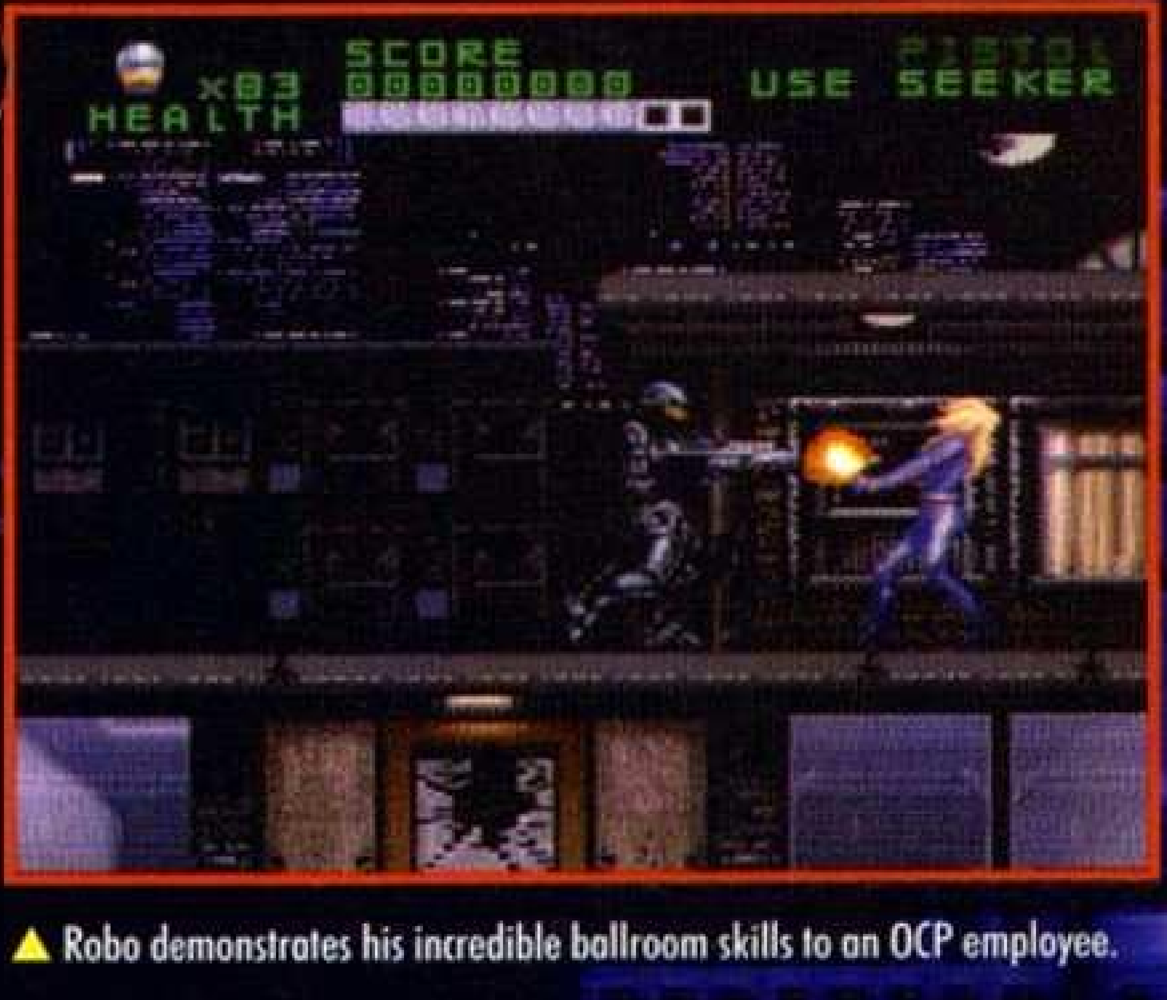
▲ Robo was sad to find the Drive-In McDonalds didn't sell McBaby Food.


x03
SCORE
00000000
HEALTH
USE
PISTOL
COMBO

▲ 'Hey skinny-legs', said Robo to the Terminator above him. 'Shut up,' the cyborg killing machine replied, 'I've not been well.'

HE WALKS A

Obviously, to take on something as powerful as a Terminator, Robo has to be in peak physical shape. In addition to his usual walking and punching abilities, he now crosses huge gaps using wires and jumps greater distances than ever before. Robo also benefits from better weapons, too, with loads of extra guns ready to be bolted on, including huge lasers and three-way-firing scatter guns - which is just what you need, really.


x03
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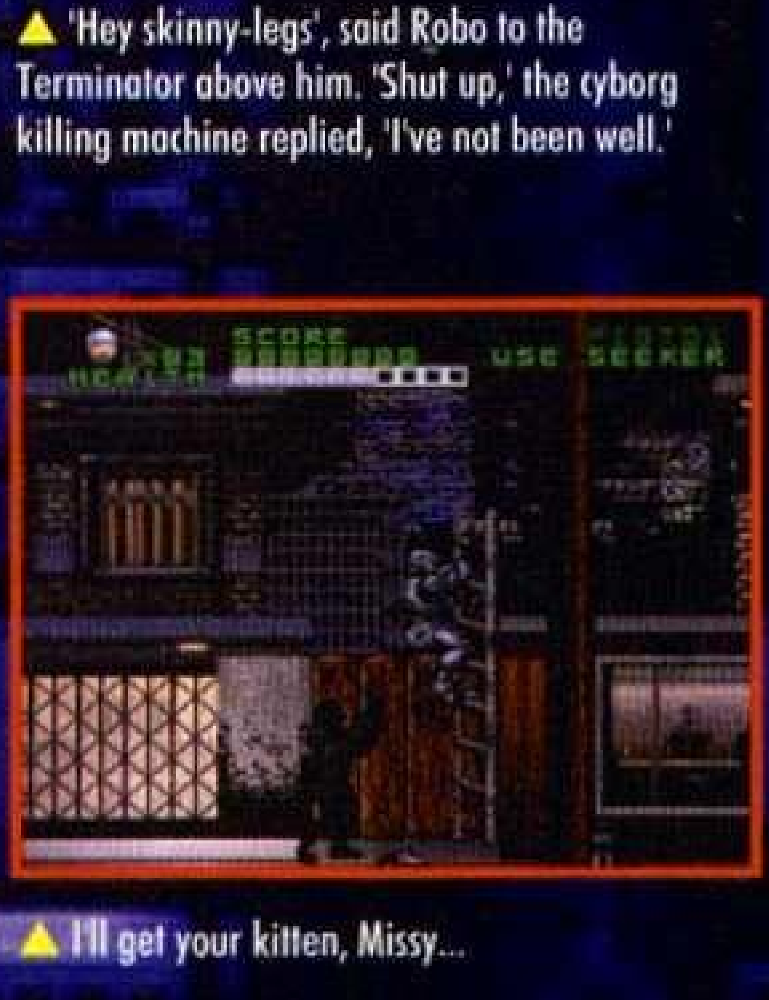
HEALTH
USE
PISTOL
SEEKER

▲ Robo demonstrates his incredible ballroom skills to an OCP employee.


SCORE
HEALTH
USE
PISTOL
SEEKER

▲ I'll get your kitten, Missy...

100% ALIVE

Pick up someone else's litter

Go for a day without speaking

Learn a second language

Write to Mother Teresa

Send your mum some flowers

Every day at the same time stop and think about something wonderful

Go and see Ryan Giggs

Turn your radio up full blast

Strip right down to your underwear

Say a prayer every night

Get your nipple pierced

Teach a child to read

Go for a run around the block

Have a day without TV

Ring 071 700 3100 and tell London something it needs to know

Buy a book on Jeff Koons

Tune your radio to Kiss and pull the knob off

Read a page from a book by Charles Dickens

Play football in the street

Stare at the clouds for a full ten minutes

Believe in yourself

Hug someone of the same sex

Give £100 to a down and out

Buy Marvin Gaye's 'What's going on'

Eat a pineapple

Put your change into a bottle for a year and give it to charity

Make a statement

Tell someone a secret

Write the alphabet backwards

Visit Great Ormond Street Hospital

Order an empty skip and leave it outside your house for a week

Begin something you've always wanted to begin

Meet an old friend you haven't seen for years

Go to the market and spend 10p

Learn something new every day

Talk to a child about the future

Make a record

Help someone today

Throw away your watch

Think purple

Dance the dance electric

Wear a wig

Laugh

Wallpaper the inside of your car

Plant a tree

Make everyone at work a cup of tea

Take a picture of your back

Go on holiday and don't take any luggage

TUNE TO 100FM, CLOSE YOUR EYES, STICK A PIN IN THIS PAGE AND DO IT.

Give up your seat on the tube every day
Take a bath in milk
Climb a tree
Watch 'It's a wonderful life'
Get on a bus you never got on before
Drink a glass of water
Clean your ears
Dream for the day
Visit New York
Listen to Jazzie B's next show
Get up an hour earlier tomorrow
Do 100 press-ups
Eat something you've never tried before
Ride a Merry-go-round
Say hello to a policeman
Spend an hour in a place of worship
Send someone a telegram
Put your sofa in the kitchen
Go to a museum

Get on a bus you've never been on before
Dance in the front garden
Shave your head
Feed the birds
Visit an art gallery
Write a poem
Feed someone else's meter
Carry a flower all day
Paint your toe-nails
Take your granny to the movies
Stop saying no for a whole week
Put on a dress
Write to your MP
Make a wish
Go home a different way every night for a week
Learn to listen more
Sing a song at the top of your voice
Help a stranger with their shopping
Write a fairy-tale

Croon to your partner under a full moon
Do a jigsaw puzzle
Get your hair cut
Dance in the rain
Fast for a day
Buy a hat
Use a fountain pen
Walk home today
Feed the dog
Invite your neighbour to tea
Give your favourite possession away
Memorise a Woody Allen joke
Tell the truth for a day
Scream
Put the kettle on
Take up knitting
Listen to Rodigan's next show, in the park
Spend an afternoon speculating on how to make a million
Forgive someone

Say yes for a day
Put your name on a star
Stop someone getting AIDS
Learn to fly
Do a cartwheel
Tell someone your dreams
Walk on the grass
Make a million pounds
Talk about God with a friend
Wink at someone ugly
Buy the next record you hear on Kiss
Buy your boss a present
Tell someone you appreciate what they do
Buy a friend your favourite book
Tune into Caesar tomorrow morning at 4am
Photocopy this ad and get someone else to do it
Only boil as much water as you need
Learn a new word every day
Do one thing to make the world a better place to live

PREVIEW

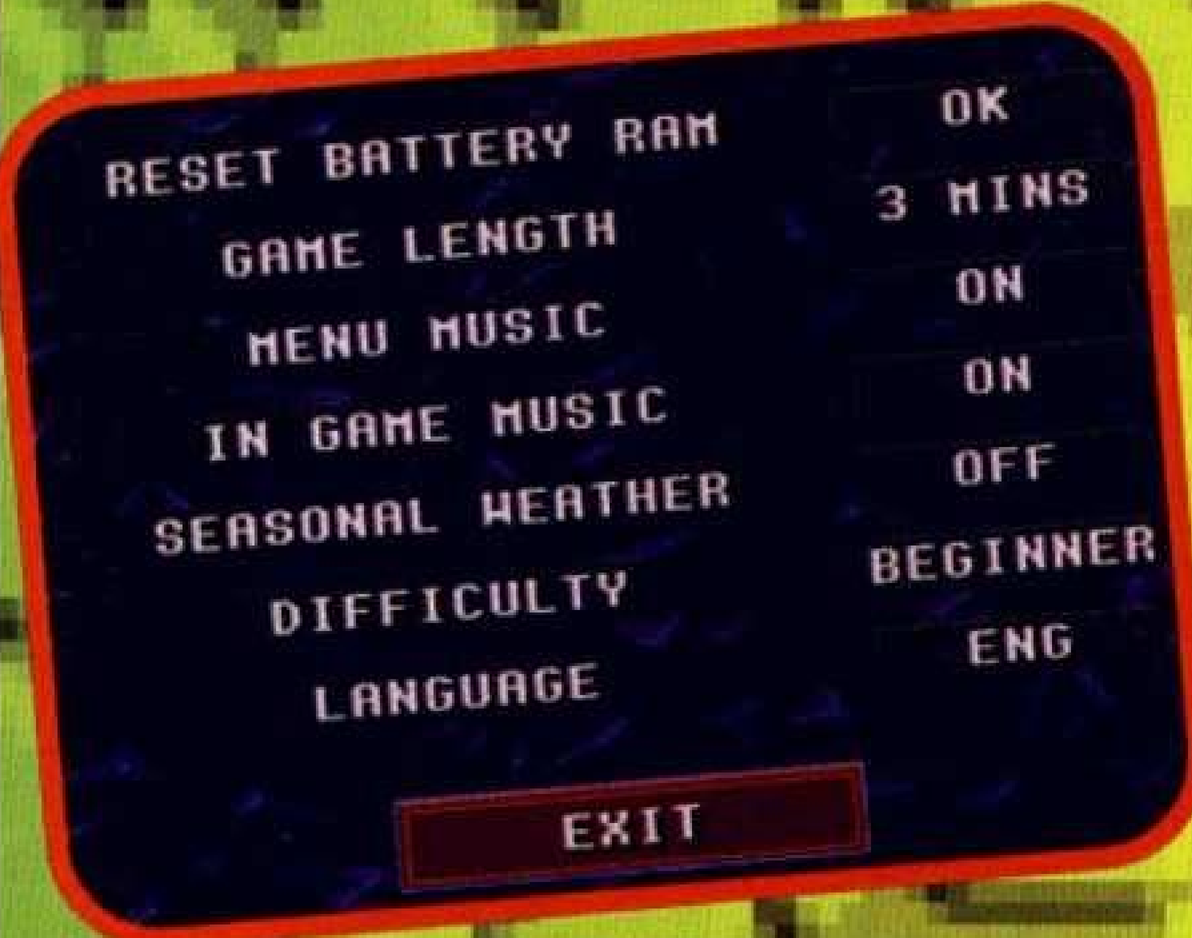
BY: SONY/RENEGADE TBA MEG: 4

With the Super NES finally playing host to a decent soccer game in the form of Elite's Striker, at last we can reveal the first shots of the one game footy fans reckon could knock it from its spot on the top of the table - the eagerly-awaited Sensible Soccer. With Sony scheduling the game for a January release, developers Renegade and programmers Sensible Software are currently battling to add as many new features to the basic Amiga game as possible. In terms of graphics and sound, Super NES Sensible looks virtually identical, with the same small players pegging it up and down the scrolling pitch, whilst the crowd looks on with assorted comments an cheers. However, where Super NES Sensi differs from the home computer version is in the gameplay department. Whilst the joypad sends the player nearest the ball scurrying in the customary eight directions, the four buttons are used to access the many kicks and headers the game offers - including some of the most impressive banana shots since Pele hung up his boots.

Other features Sensi has over its opponents is a subs bench where tired players may be replaced, and the largest variety of teams you could ever wish for - including International, European, and Made-Up sides! Similarly, virtually every aspect of the game can be tailored, with numerous weather and pitch conditions available, all of which have a direct effect on the ball's movement. Expect the full NMS review treatment soon.

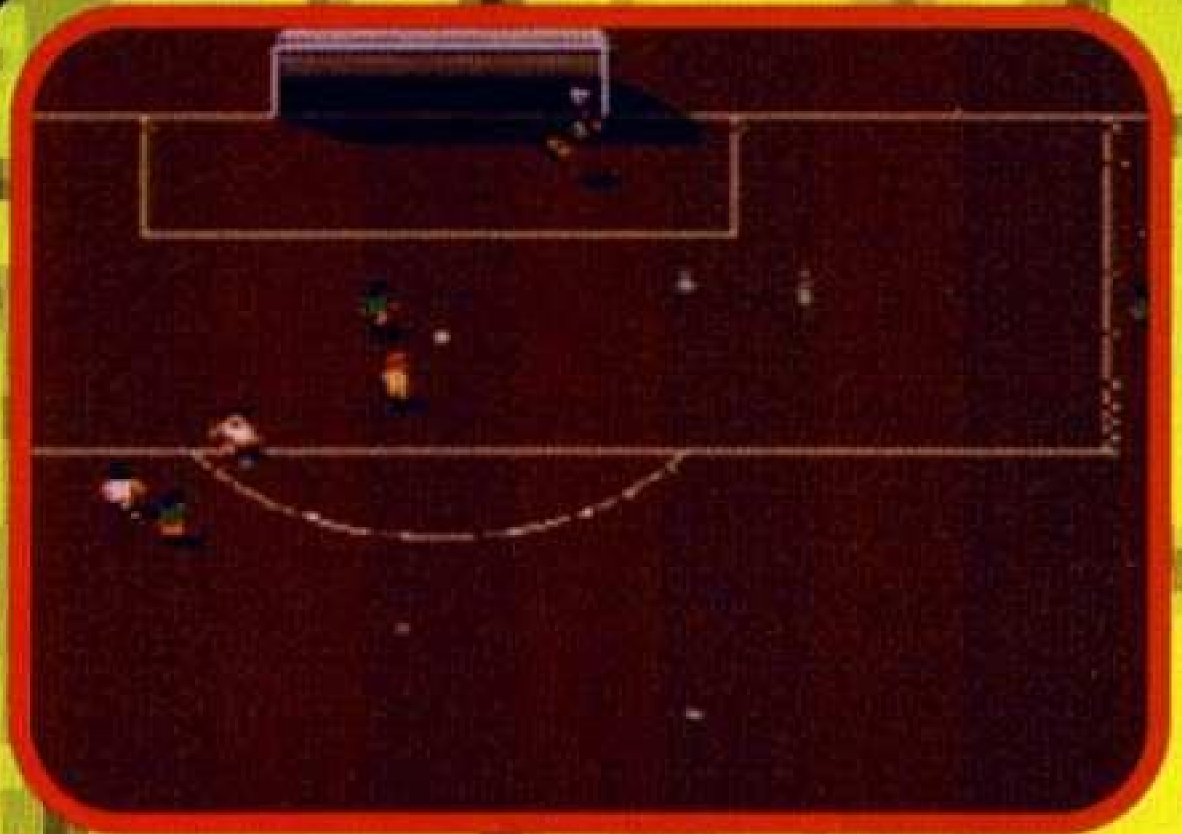
LOAD OF KIT

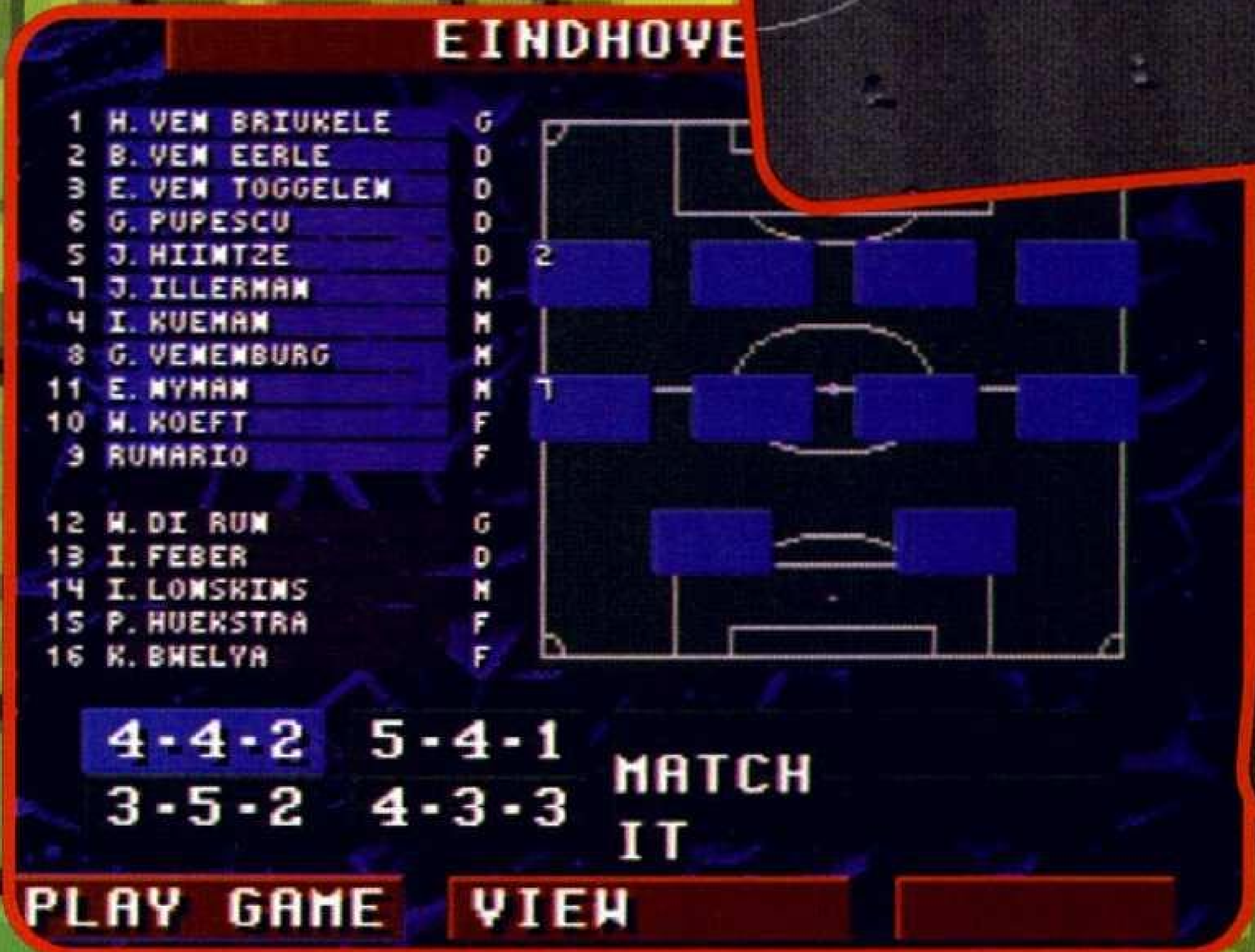
Renegade have crammed loads of teams into Sensi and have created literally hundreds of kits in full. English 'greats' such as Aston Villa and Norwich (Sensi's fave team) are there, whilst Gazza fans are invited to take control over Lazio. One feature Renegade aren't sure will make it into the Super NES game, though, is the team creation idea which allowed the player to make up their own teams - NMS City anyone? What a wheezy, unfit lot they'd be...



RESET BATTERY RAM OK
GAME LENGTH 3 MINS
MENU MUSIC ON
IN GAME MUSIC ON
SEASONAL WEATHER OFF
DIFFICULTY BEGINNER
LANGUAGE ENG

▲ It's the infamous Options screen and I've got three lines to tell you about it. Well, it's an Options screen really. Options. Options. Options.





EINDHOVE

1 H. VEN BRIUKELE G
2 B. VEN EERLE D
3 E. VEN TOGGELEN D
6 G. PUPESCU D
5 J. HIINTZE D
7 J. ILLERMAN M
4 I. KUEMAN M
8 G. VENENBURG M
11 E. NYMAN M
10 W. KOEFT F
9 RUMARIO F

12 W. DI RUN G
13 I. FEBER D
14 I. LONSKINS M
15 P. HUEKSTRA F
16 K. BWELYA F

ensible
OCCER

HOLLAND 0 0 LITHUANIA

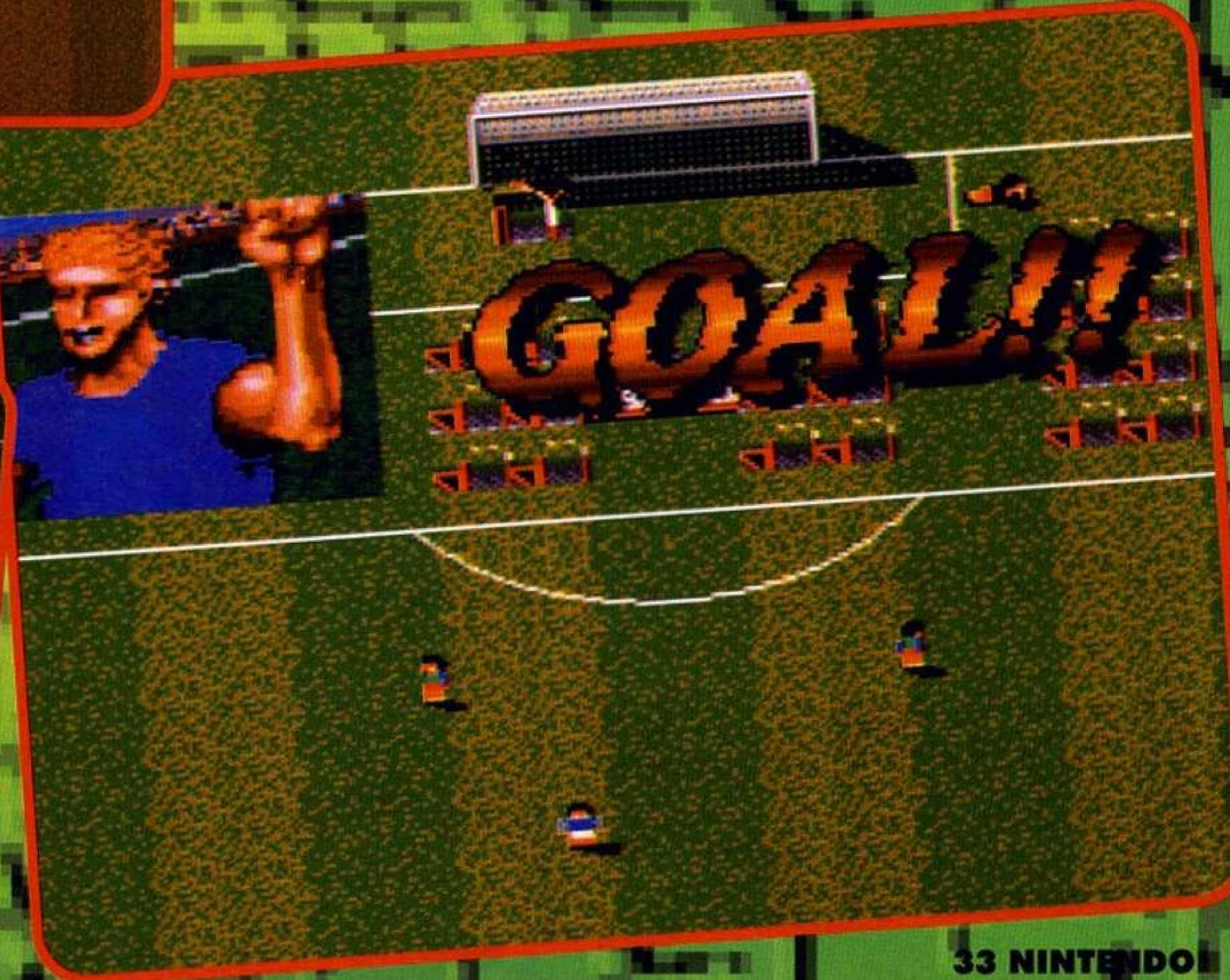
FOUL PLAY!

The four joypad buttons access the different shot styles, whilst one also allows the player nearest the ball to slide in for a tackle. However, if the player accidentally hacks down his opponent, a free kick or penalty is awarded - and depending on the severity of the tackle, a yellow or red card may also be given. This latter feature is something Amiga owners had to pay more for in a revamped version of Sensi, but Super NES owners get the full monty. You lucky lot!

▲ If you've ever wondered what 22 grown men in shorts do on a field with four goalposts, now you know.

▲ Quite what's going on here is a bit of a mystery. In fact, nobody seems to know. But hey, there's four lines here and we'd better fill it with something or the readers will get upset.

▲ A small blue person lines up a little shot.

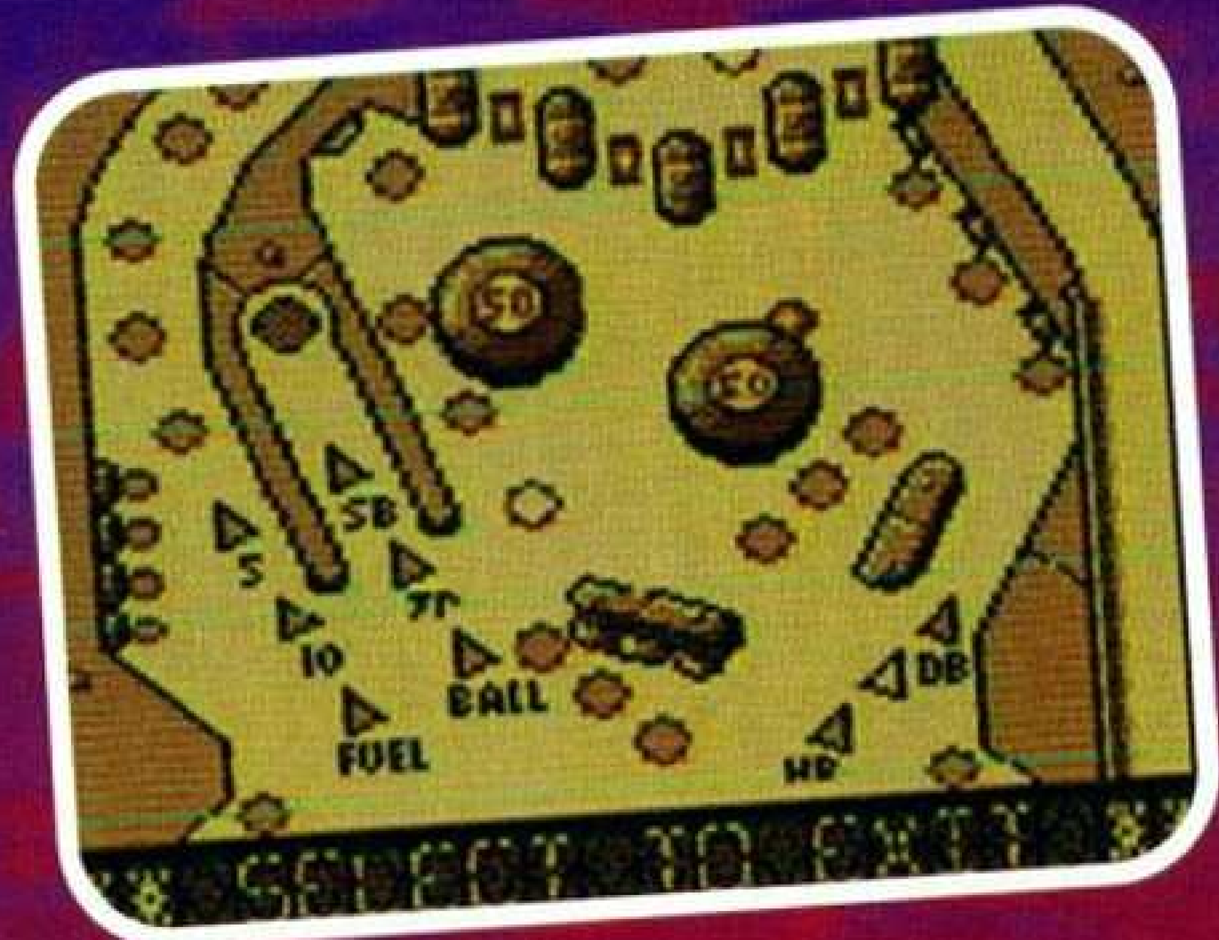


BY: GAMETEK PRICE: TBA MEG: 2

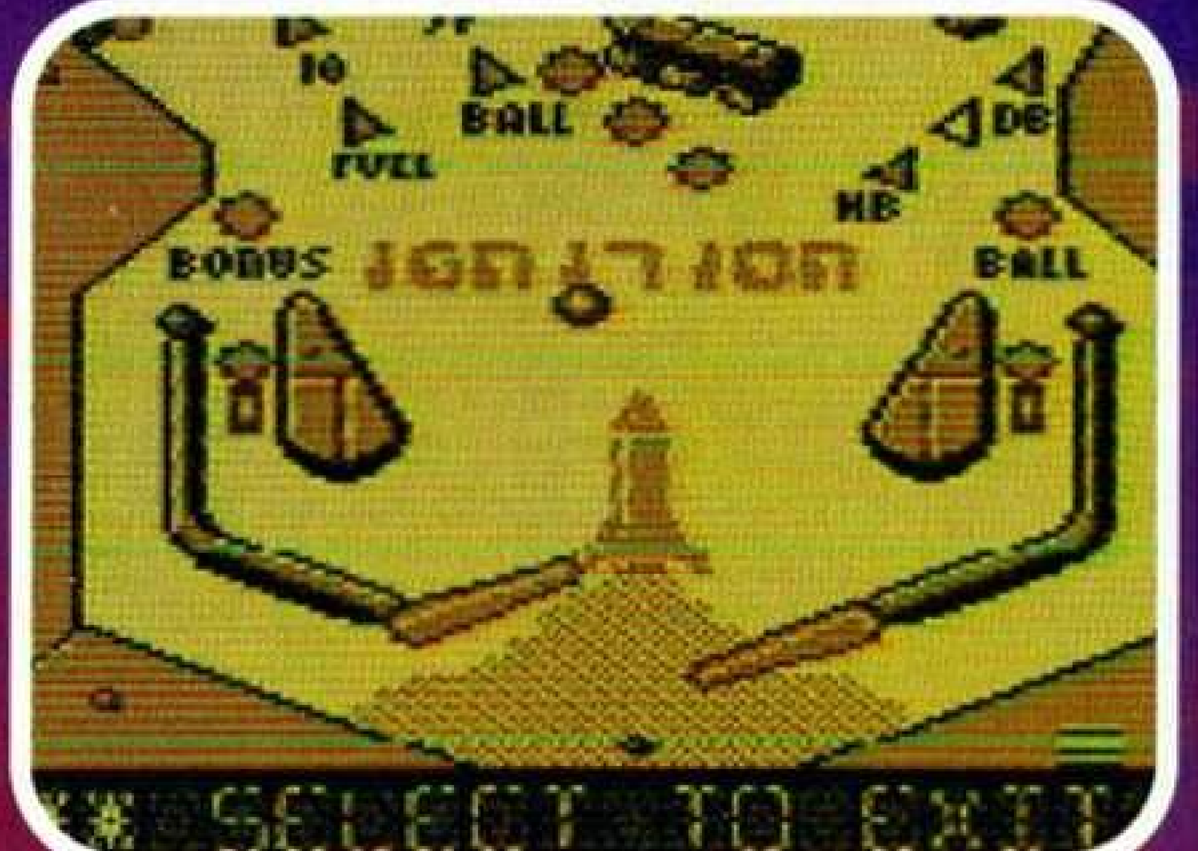
Pinball Dreams

Coming soon from those busy people at Gametek is another attempt to bring pinball to the Game Boy. Pinball Dreams is the name of the cart, and it features not one, not ten, not sixteen thousand, but *three* different pin tables upon which to play. The object of the game is pretty simple - knock your little ball bearing around with your brace of flippers, spanging it off the many bumpers and up the lovely ramps in an effort to score loads and loads of points. You may have seen something similar in your local arcade (heavy irony). Each table has it's own theme, which dictates the outlay of the bumpers and bonuses. The first table, ignition, has a space theme, meaning rocket launch ramps and space obstacles are the order of the day. The second table, Steel Wheel, is a Wild West Railroad affair, with choo-choo train and cowboy-related objects. The final table, Graveyard, is a scary horror table full of, well, ramps and bumpers actually, but they're arranged in a really scary way...

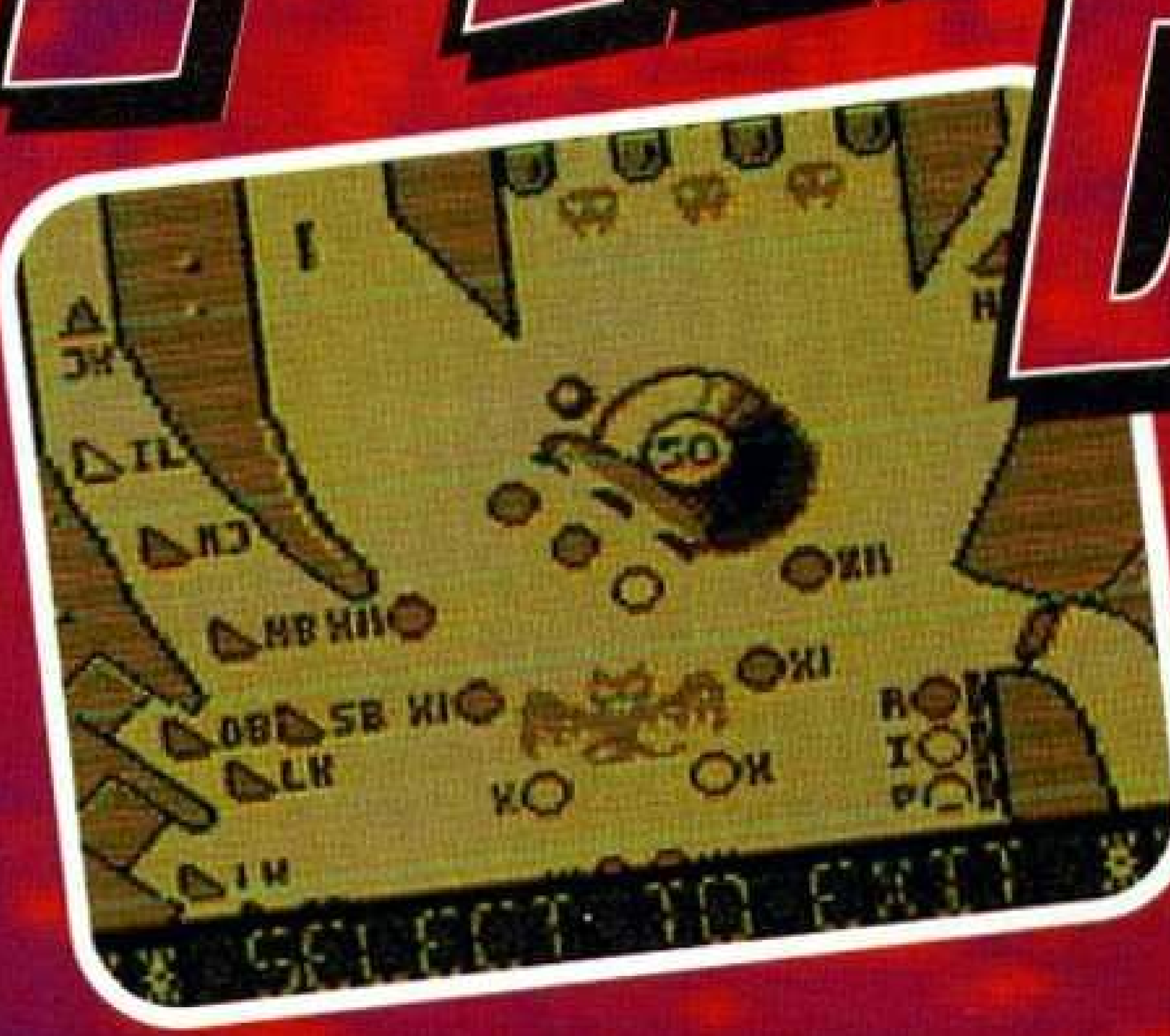
Until now, Revenge of the Gator has proved the only decent pinball sim on Nintendo's micro machine, and with Kirby's Pinball just around the corner it's going to be a bit of a scrap to establish who's top of the table. We'll have a full Review of this nifty-looking little number very soon!



▲ Hello, and welcome to this month's edition of Spot The Ball. Somewhere in this picture is a small ball bearing. Simply mark where you think it is.

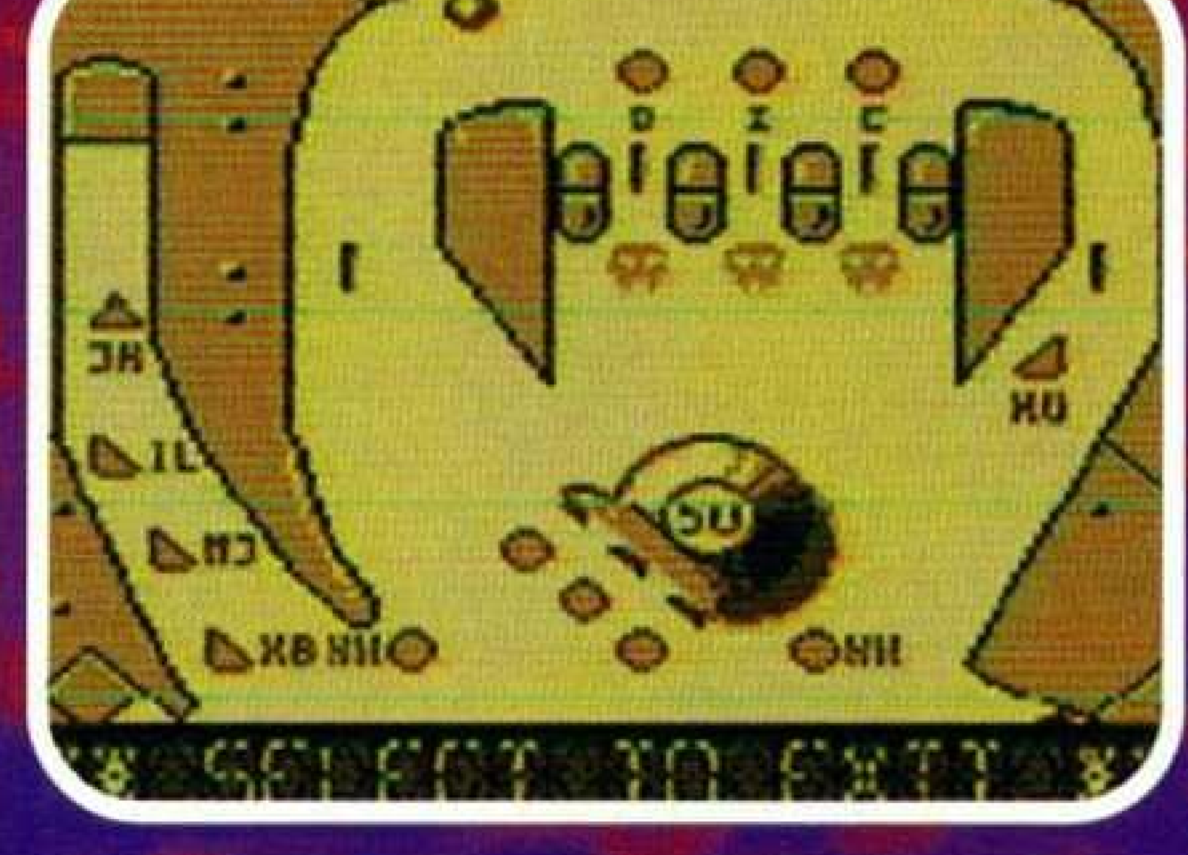


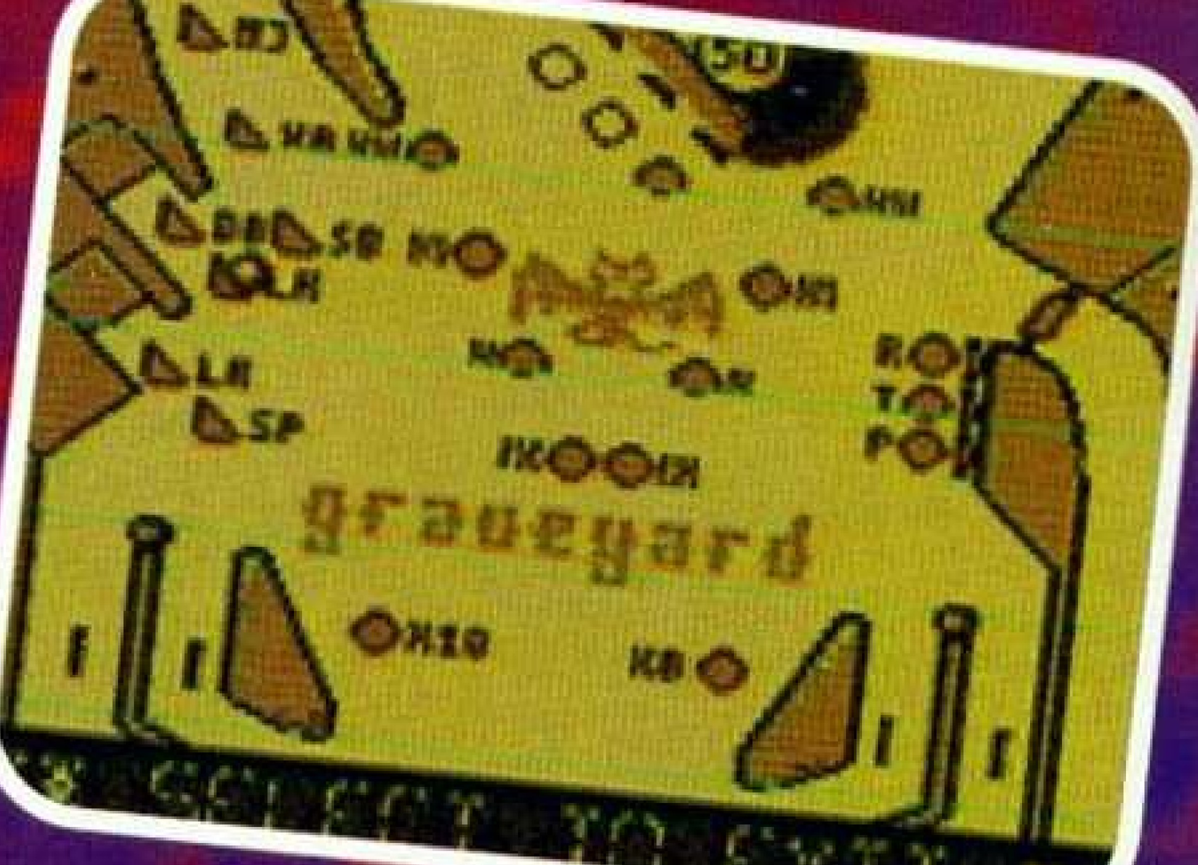
▲ I was going to do a 'Flipper/Dolphin' caption, but, to be honest, I can't be bothered. Honestly, we're not as funny as we used to be. Burn out, you see.



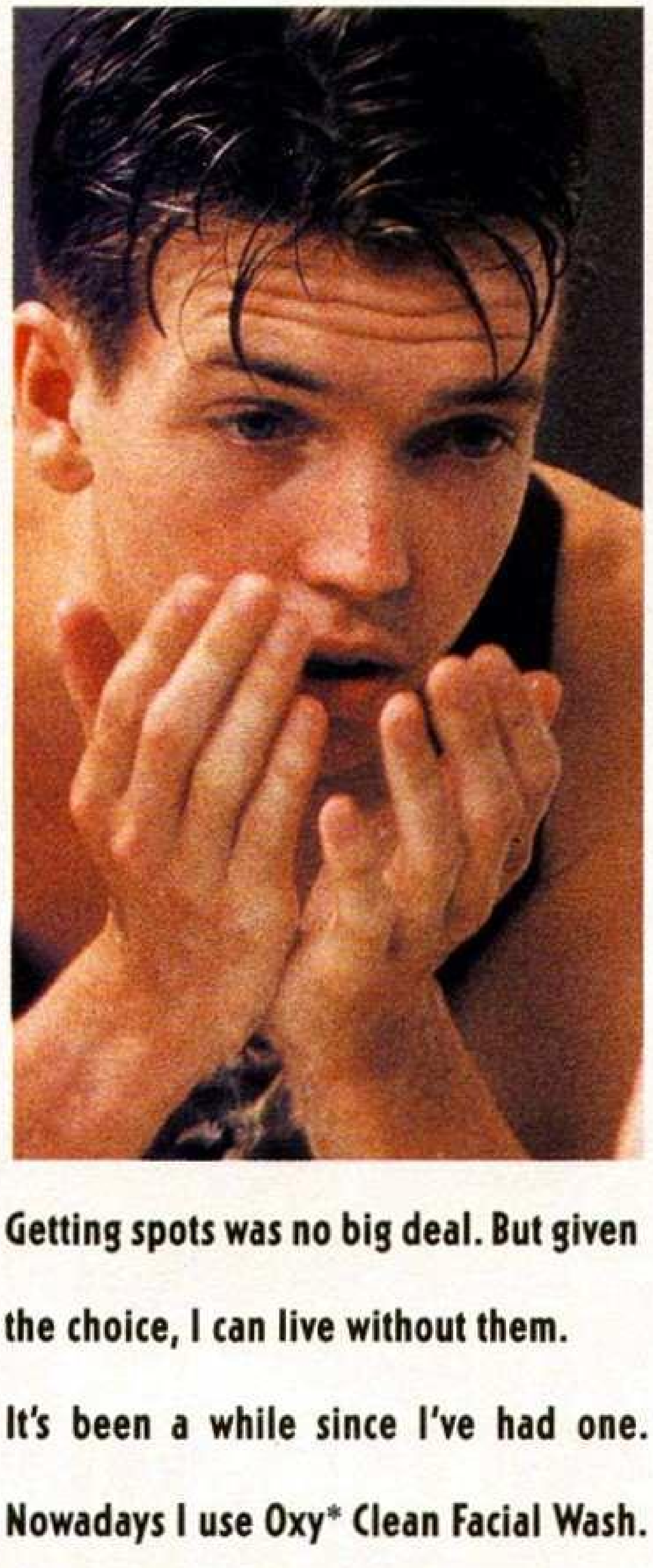
▼ Hello, and welcome to what Gametek like to refer to as 'The Graveyard' stage. As you can see, it is chocful of ghosts, ghouls and gravestones - making it extremely obvious that this is a themed level. Actually, I'm lying, this has about as much to do with a graveyard as... well, a bag of sweets or something. There's not even a ghost to be seen. bah!

▼ Does anyone fancy a serious - ie non-'Marlon', or an 'or something' - caption? No? Good. I'd hate to have to write something like 'each table is split into two halves.' Brrrr, sends a shiver down my spine it does.

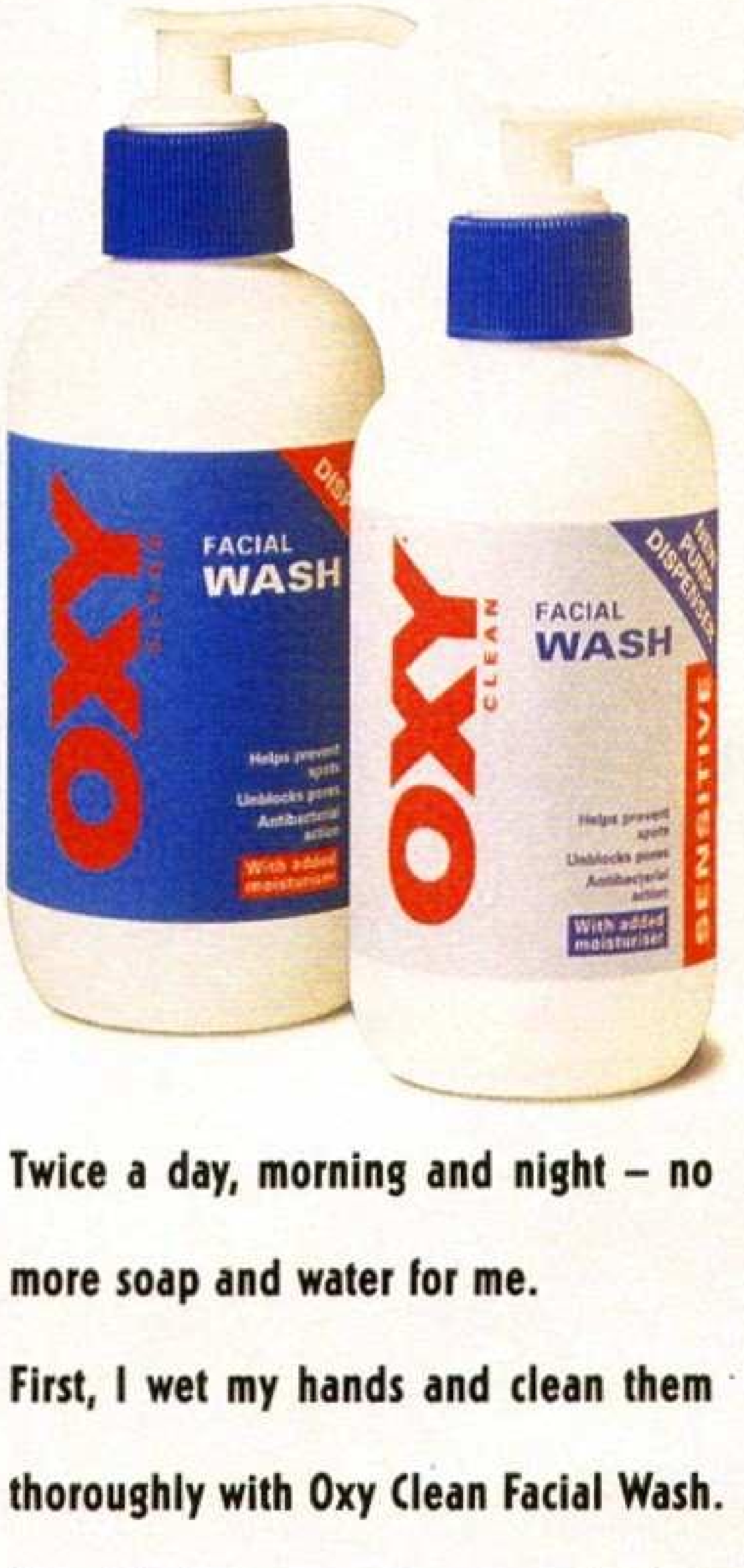




YOU WON'T SEE ME WITH SPOTS.



Getting spots was no big deal. But given the choice, I can live without them. It's been a while since I've had one. Nowadays I use Oxy* Clean Facial Wash.


OXY
CLEAN
FACIAL
WASH
Helps prevent spots
Unblocks pores
Antibacterial action
With added moisturiser
NEW PUMP DISPENSER
SENSITIVE

Twice a day, morning and night – no more soap and water for me.

First, I wet my hands and clean them thoroughly with Oxy Clean Facial Wash. Then I lather up some more and rub it all over my face before rinsing it off.

That's it. That's all you need to know about how to get clean, healthy skin. And how to keep it that way.

Of course, even when I'm really careful a persistent spot can slip through the net. And if one does, I just use some Oxy 10. But I hardly ever have to.

HARDLY EVER.

UNBEATABLE
TREATMENT
FOR STUBBORN SPOTS AND ACNE
Clinically Tested
OXY 10
COLOURLESS LOTION
MAXIMUM STRENGTH

Always read the label. Oxy 10 contains Benzoyl Peroxide. *OXY and OXYCUTE 'EM are trademarks.

OXYCUTE 'EM!*

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

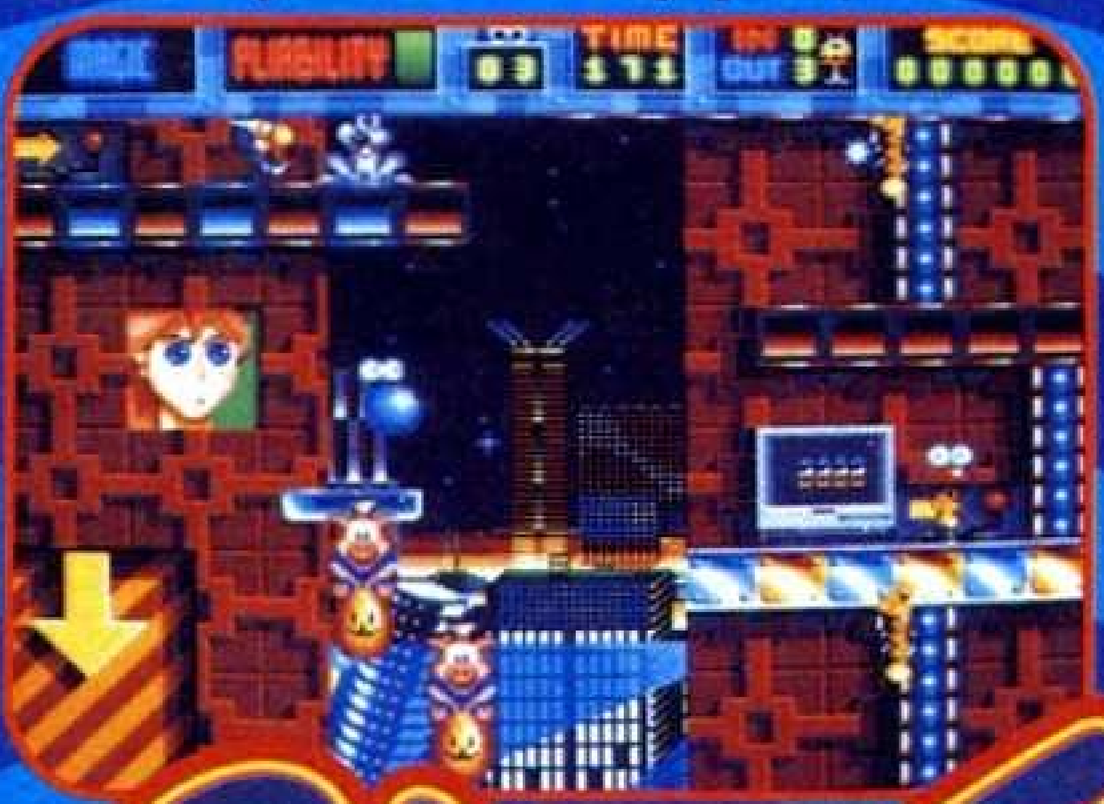
BY: SYSTEM 3 PRICE: TBA MEG: 8

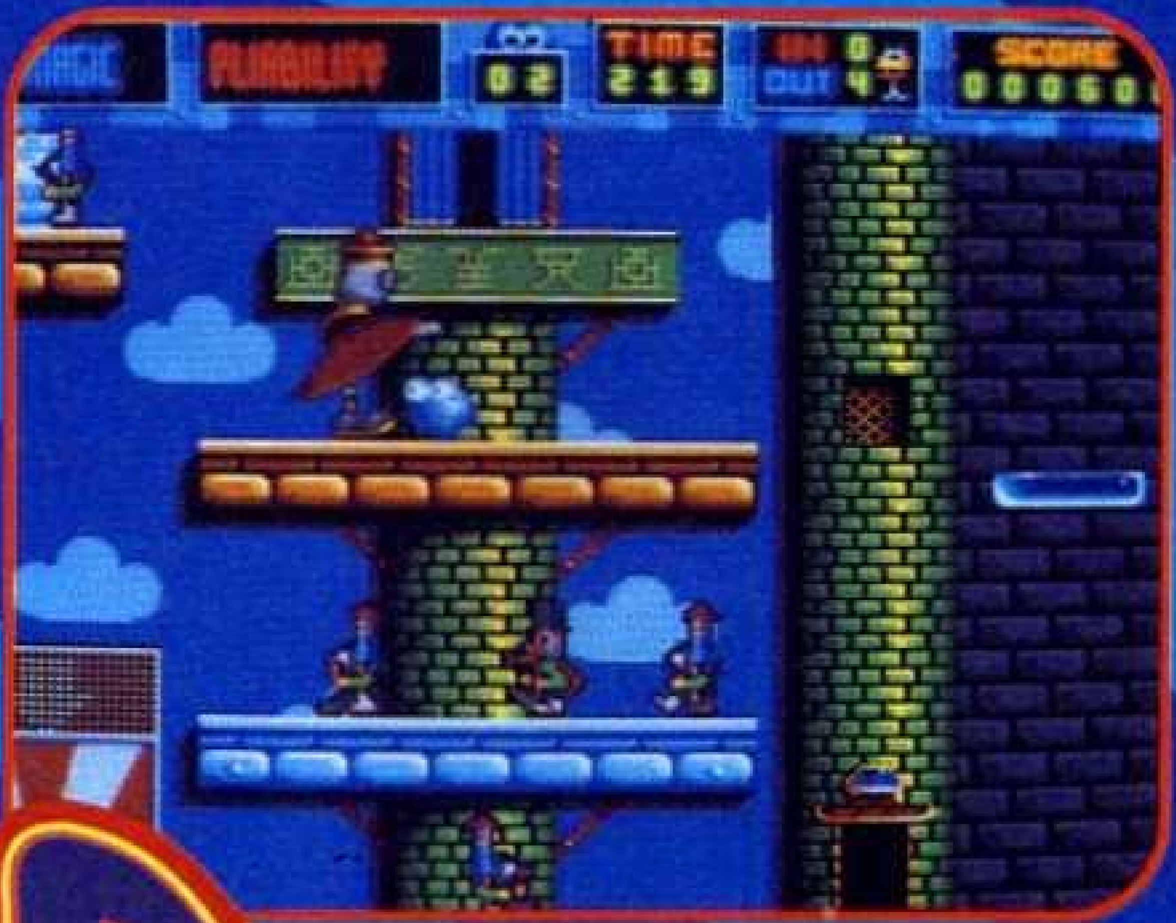
SUPER PUTTY

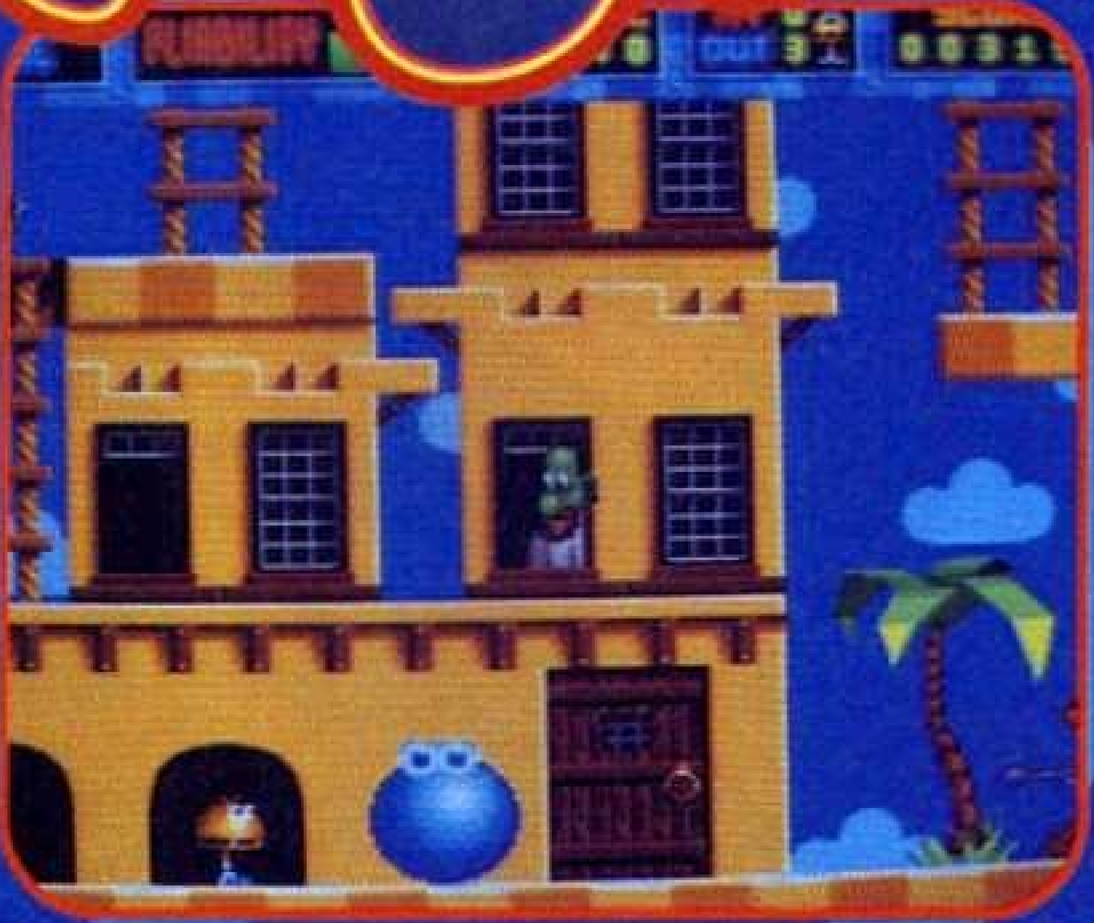
After considerable success on the Amiga, System 3 are now set to bring their lovable bundle of Blu-Tac to the Super NES. Super Putty is the name of the game, and as you have have gathered from the title, it stars a small bundle of goo whose jumping and morphing abilities make him the stretchiest hero you're ever likely to see. The game's scenario tells of an evil wizard who has kidnapped the rest of the Putty populace and is in the process of turning them into chewing gum. Having holed himself on a distant moon, the Putty's only goal in life is to climb the large tower currently being built to reach the moon and defeat him. However, with loads of nasties standing between him and the wizard, ol' rubber face is in for a hard time. Thankfully though, his aforementioned morphing skills allow him to absorb anything that gets too close, and he can also assume any offensive capabilities the nasties use - guns, for example.

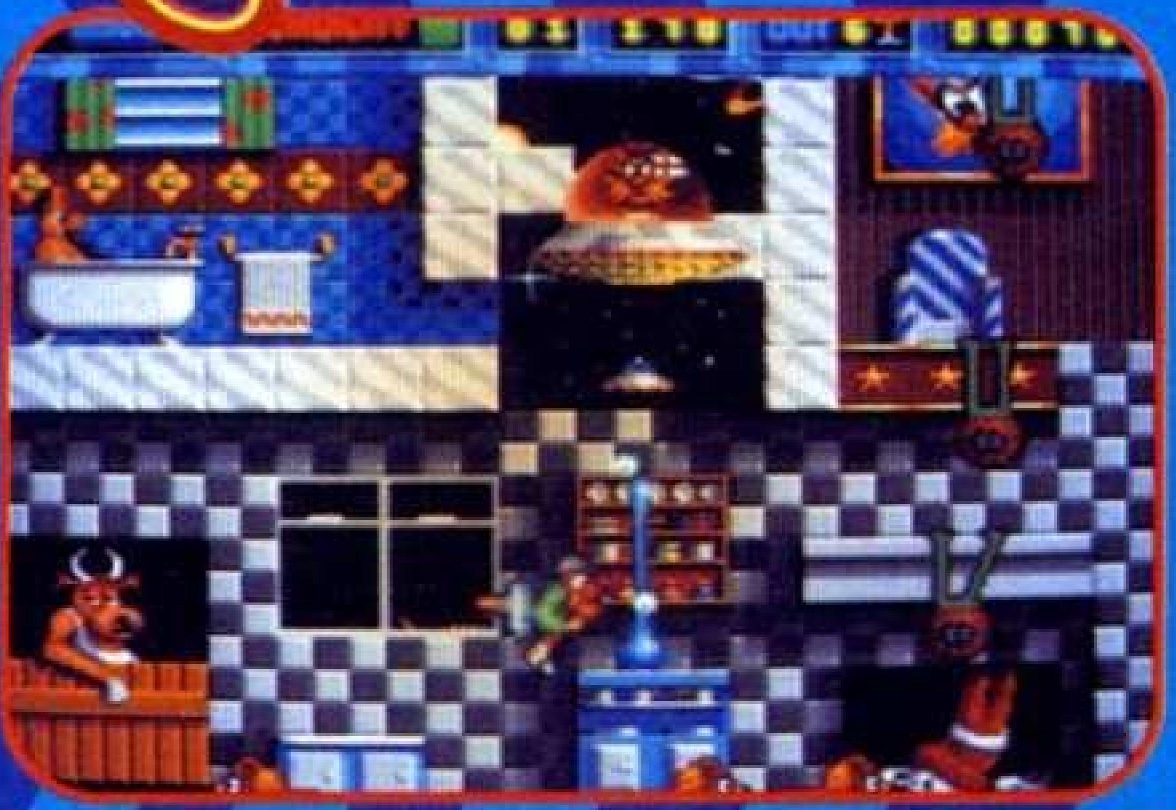
As you may have guessed, Super Putty is a platformy-puzzly affair. In addition to scaling the tower's heady heights, the robots actually constructing the building must also be protected, and this adds a puzzle element to the game. The graphics are very impressive and from what we've seen it's looking quite promising in the gameplay department, too. Look out for a possible full Review soon.

▼ Look a Space Hopper. I used to have one of those, but I booted it into next door's garden when I fell off and got grit in my hands.

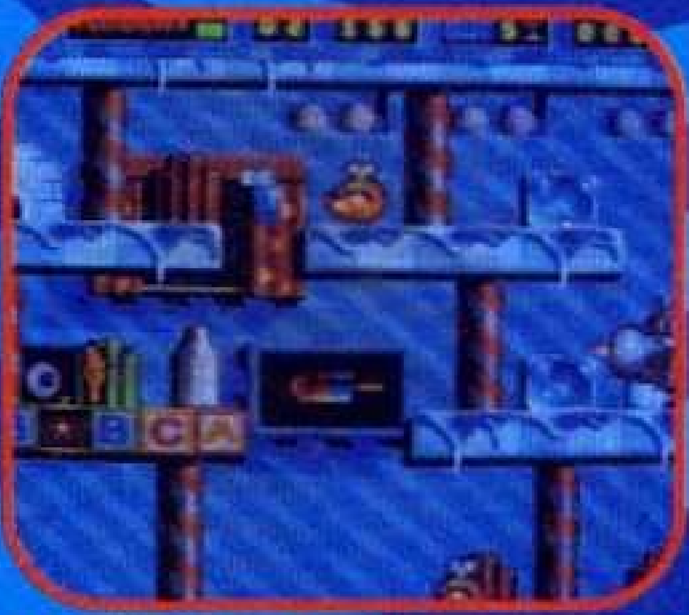




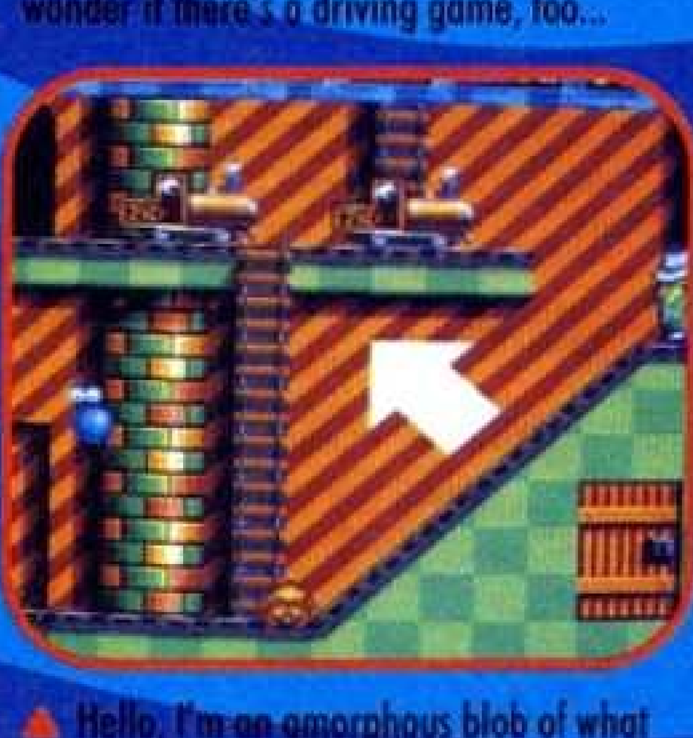




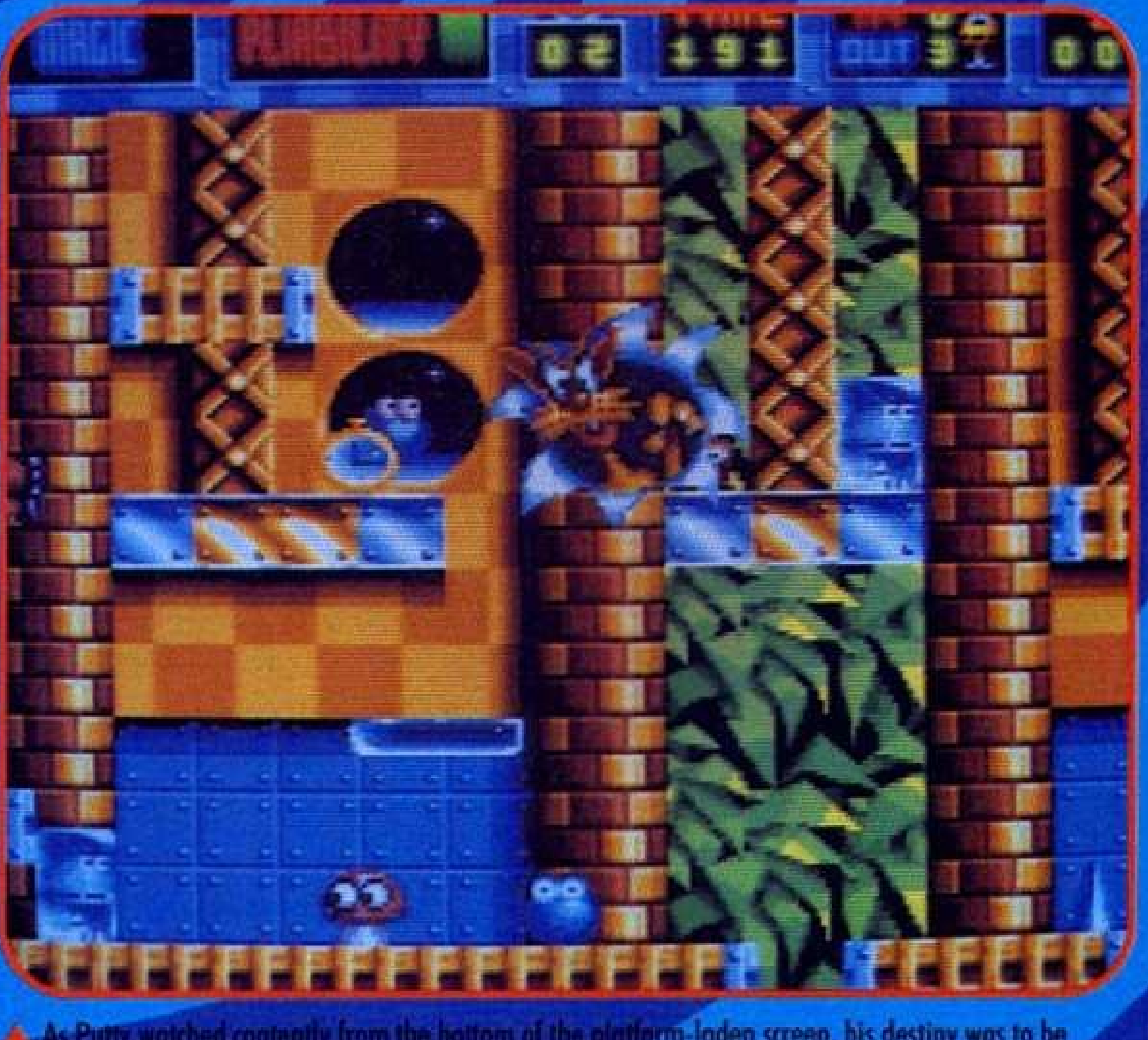
▲ Dave's going on holiday and he wants me to say hello to him for when he reads this. Well I won't you hear. Never.. never.. never... Oops.



▲ Ooh look an ice world - that's original! I wonder if there's a driving game, too...

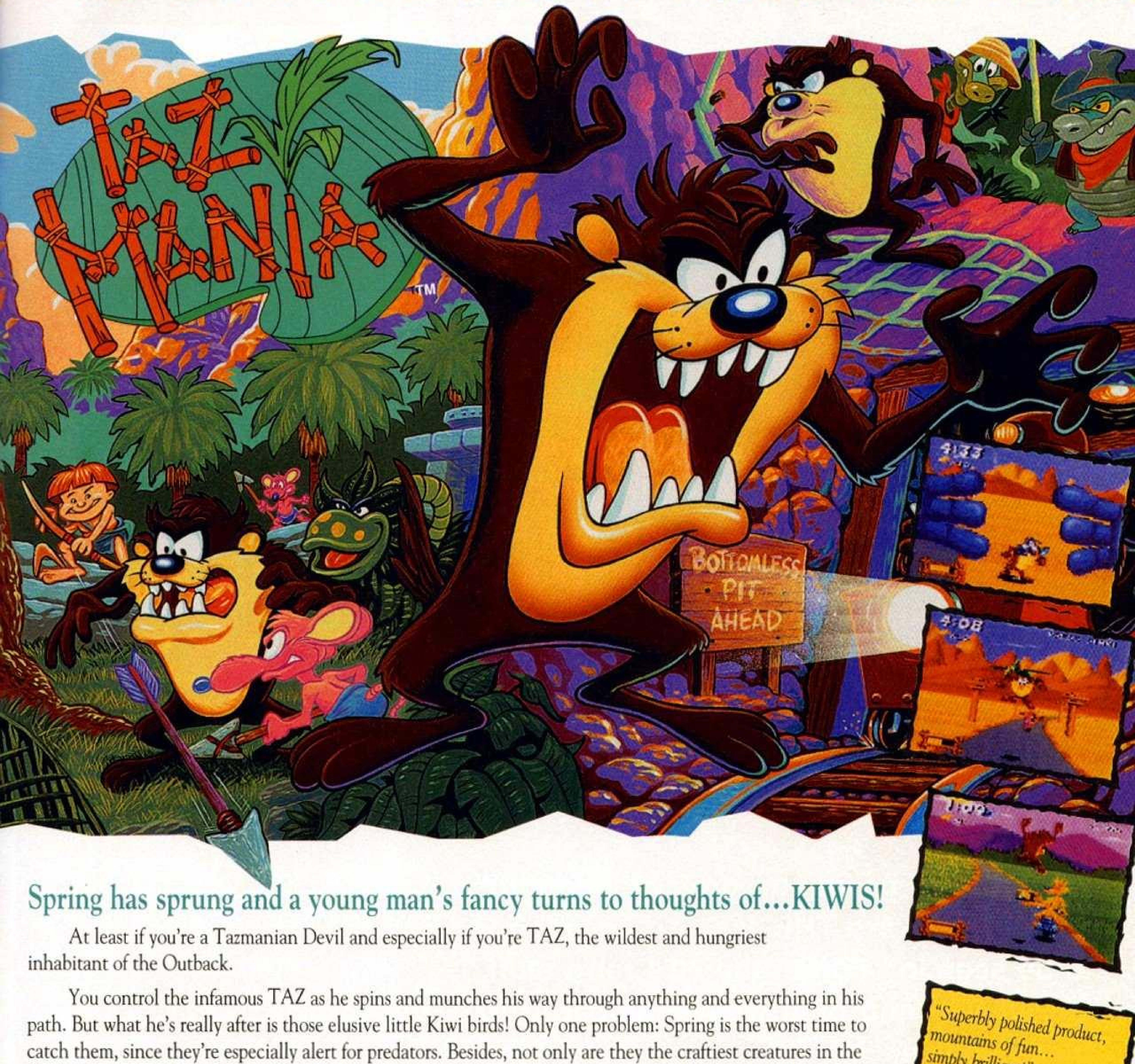


▲ Hello, I'm an amorphous blob of what appears to be mucus, I'm afraid.



▲ As Putty watched contently from the bottom of the platform-laden screen, his destiny was to be decided by the tom cat which had appeared directly above him (Copyright NMS Force Novellas 1993).

THE ULTIMATE PARTY ANIMAL IS HERE!



Spring has sprung and a young man's fancy turns to thoughts of...KIWIS!

At least if you're a Tazmanian Devil and especially if you're TAZ, the wildest and hungriest inhabitant of the Outback.

You control the infamous TAZ as he spins and munches his way through anything and everything in his path. But what he's really after is those elusive little Kiwi birds! Only one problem: Spring is the worst time to catch them, since they're especially alert for predators. Besides, not only are they the craftiest creatures in the Outback, they're also the fastest. Poor TAZ – he had to be in the mood for some fast food!

To make matters worse, a Tazmanian She-Devil is on the prowl for TAZ and she doesn't like it when he plays hard to get. He's not interested, but she just won't take no for an answer!

Get set for TAZ-MANIA – take TAZ past the dangerous drivers and treacherous traps, find hidden areas and secret levels and catch those Kiwis – all while avoiding the romantic advances of the She-Devil.

This is one game you can really sink your teeth into – or as TAZ, the ultimate party animal, would say:

"GRRR/&*(%$!!!"

"Superbly polished product, mountains of fun... simply brilliant!"
Super Pro 90%

"Full to bursting, overflowing with characters and hazards."
Super Action 87%

"A cracking racing game... a treat to look at!"
Snes Force 86%

Coming Soon for GAME BOY

T•HQ International

Original Nintendo Seal of Quality

SUPER NINTENDO™
ENTERTAINMENT SYSTEM
PAL VERSION

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Nintendo
MAGAZINE SYSTEM

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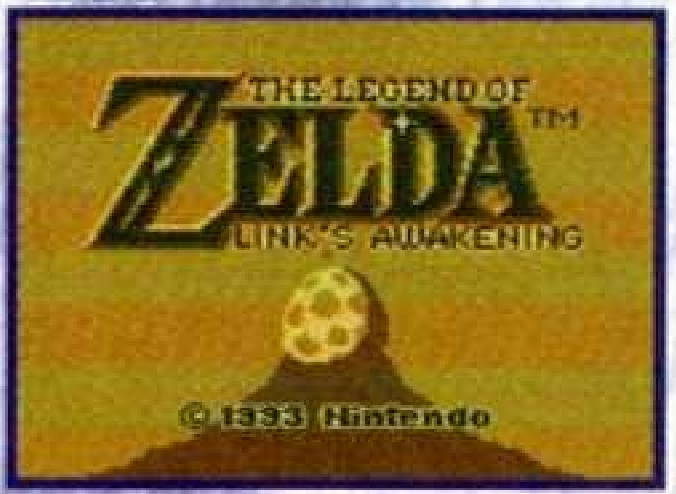
REVIEW

GAME BOY



CART SPEC

- **BY:** NINTENDO
- **PRICE:** TBA
- **RELEASE:** NOVEMBER
- **GAME TYPE:** ADVENTURE
- **CART SIZE:** 4 MEG

GAME INFO

- **PLAYERS:** 1
- **CONTROL:** JOYPAD
- **GAME DIFFICULTY:** MEDIUM
- **CONTINUES:** INFINITE
- **RESPONSIVENESS:** EXCELLENT
- **1ST DAY SCORE:** DEFEAT MOLDWORM
- **GAME ORIGIN:** *The Legend of Zelda was first released in 1986. Its sequels are consistently superb with Zelda III on the Super NES standing as one of the greatest console titles to date.*

Nintendo GAME BOY

CONTROLS

- **HOW TO PLAY:** *Guide Link around Koholint Island in his search for The Seven Instruments Of The Sirens in this action-oriented, role-playing adventure.*

A *Use of the item in Link's inventory.*

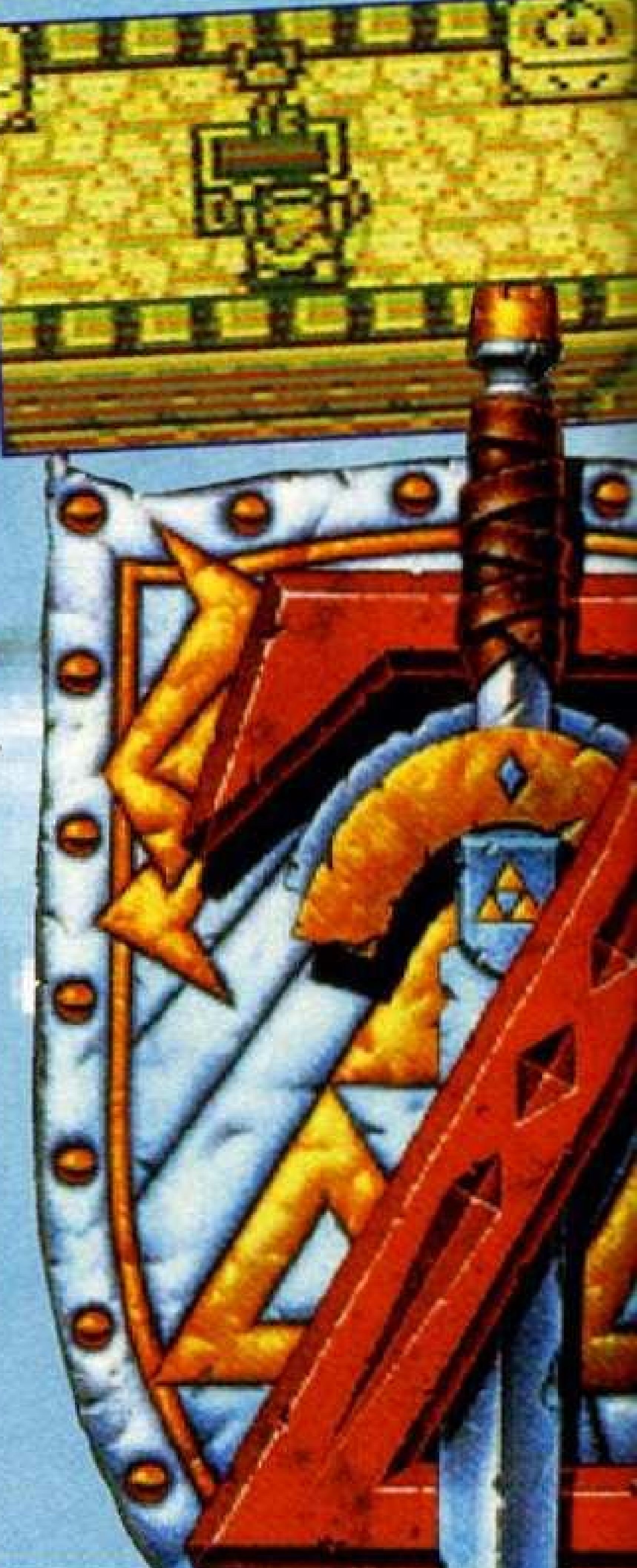
B *Use of the item in Link's inventory.*

S *SELECT BUTTON: Link examines his personal map.*

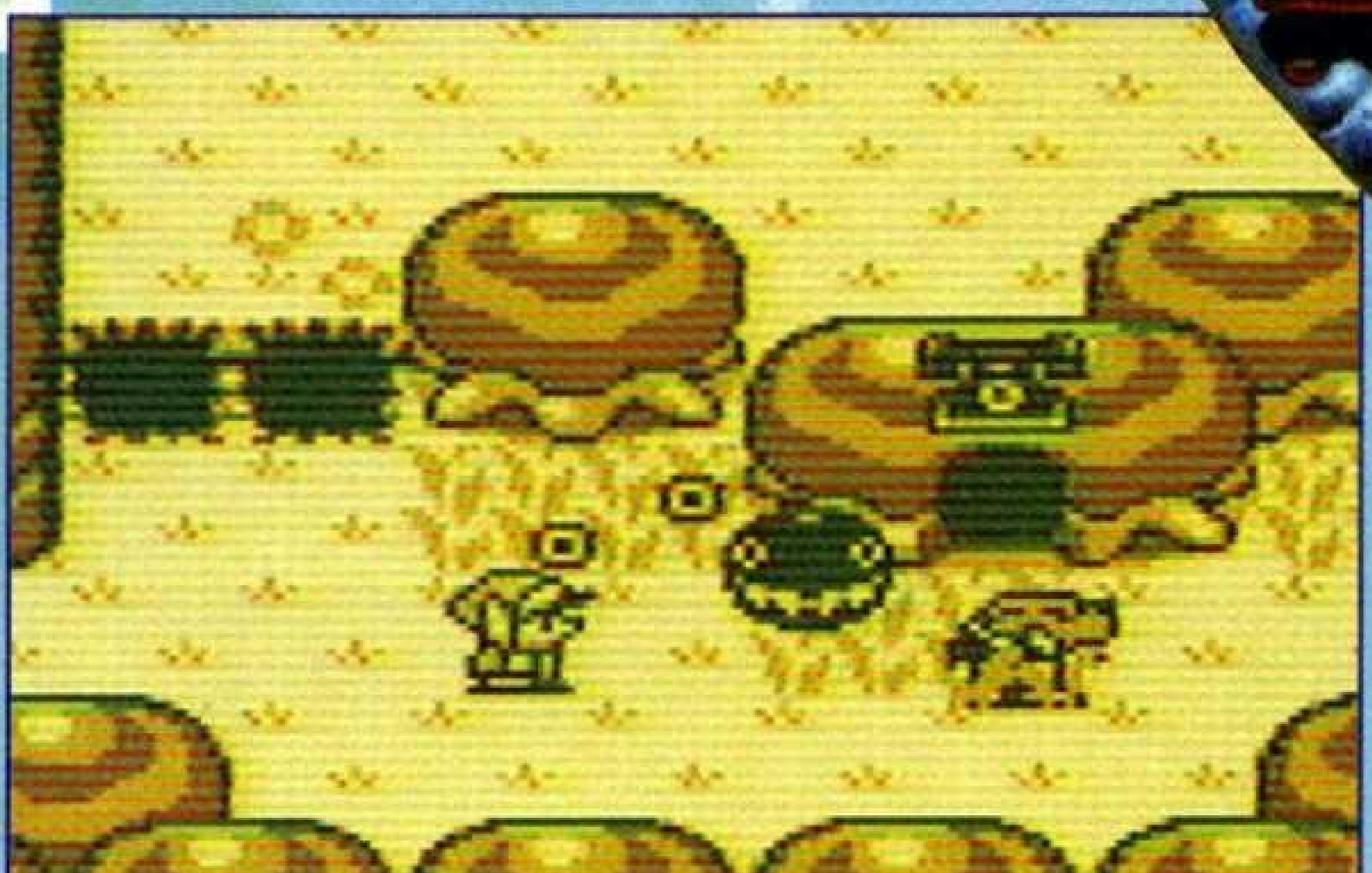
S *START BUTTON: Inventory. Refer to map of dungeon.*

Link lay on the deck of his new yacht as the sea gently rocked him into relaxation. Warmed by the sun he watched as the sky began to curdle into a mass of dark clouds until the air became chill and he thought it best to go below deck. Somehow this sudden change in climate reminded him of how fate had marked him as a hero. He mulled over the many adventures and dangers he faced and glanced down at the scars on his arms. "There's room for a few more yet," he mused. Lost in thought, Link was wholly unprepared for the freak storm that proceeded to fling his tiny vessel about the churning sea. Having steadied the mast and lowering the sail, Link fell victim to a sudden crack of thunder and a ferocious lightning flash. The yacht was ripped apart, the mast split bringing the heavy wood down upon Link's head like the fist of an ogre! As Link fell into unconsciousness his body was swallowed by the sea....

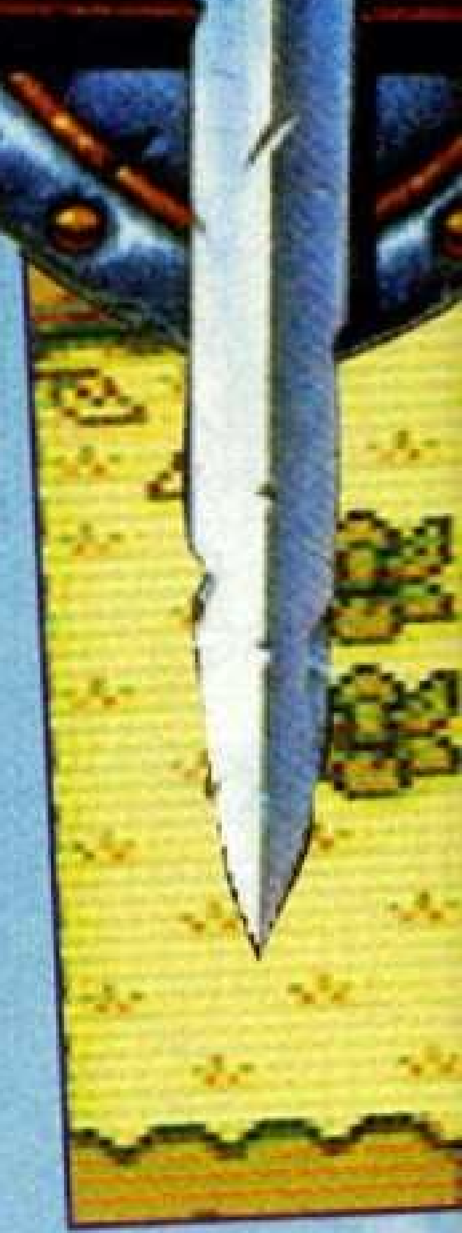
Days later Link awakes in an unfamiliar bed to the voice of a young woman. Gradually his eyes focus on her face. The woman introduces herself as Marin and admits to discovering Link on the shores of her homeland - the volcanic island of Koholint. Strangely, Link's fortunate recovery coincides with the growing concern of the islanders over dangerous creatures that roam the forests. Marin suspects that the creatures owe their power to a formidable, giant egg that sits atop the island's volcano. Link is dumbfounded. However, if past experiences are anything to go by, he realises that his presence on this troubled island is more than just a coincidence. Link leaps form his resting place and thus embarks upon yet another colossal adventure in which he hopefully relieves Koholint of its sorrows and earns himself a safe journey home.

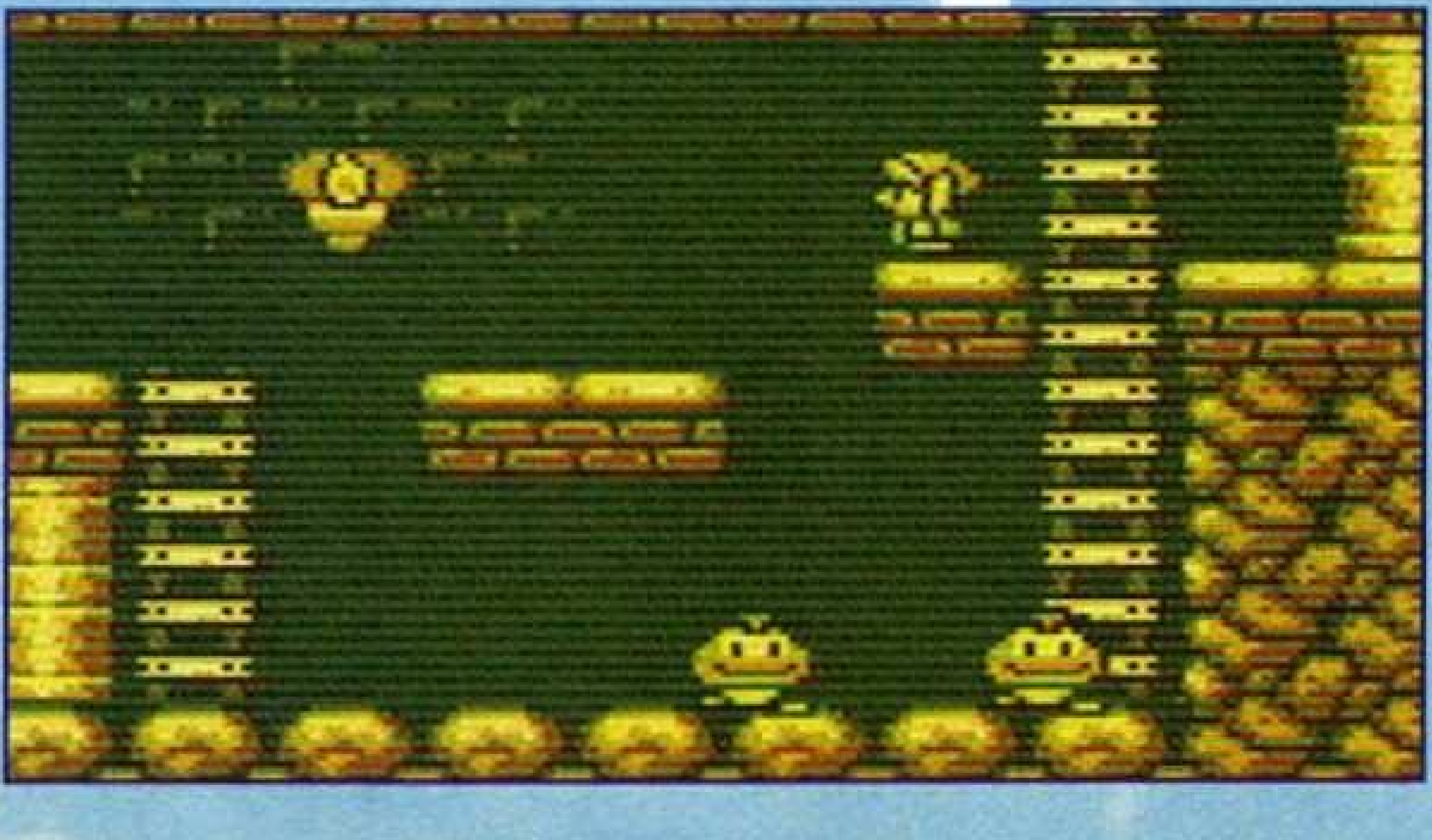


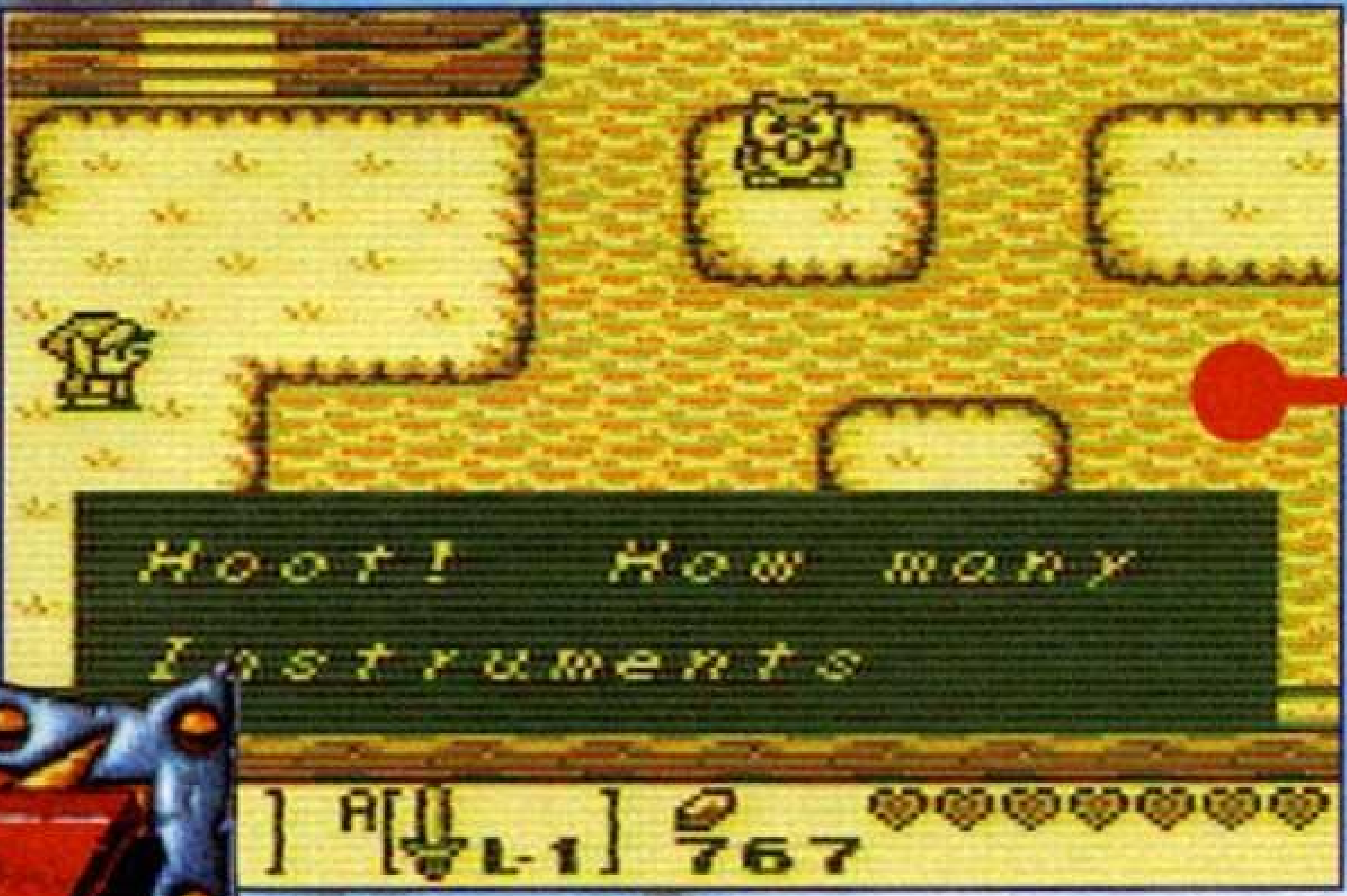
▼ Only by first finding the Nightmare Key is the door to each guardian's lair opened.



▲ Link takes a ferocious character named Bow Wow for a walk. Hint. Bow Wow especially likes to go for walkies in the swamp.






Hoot! How many Instruments

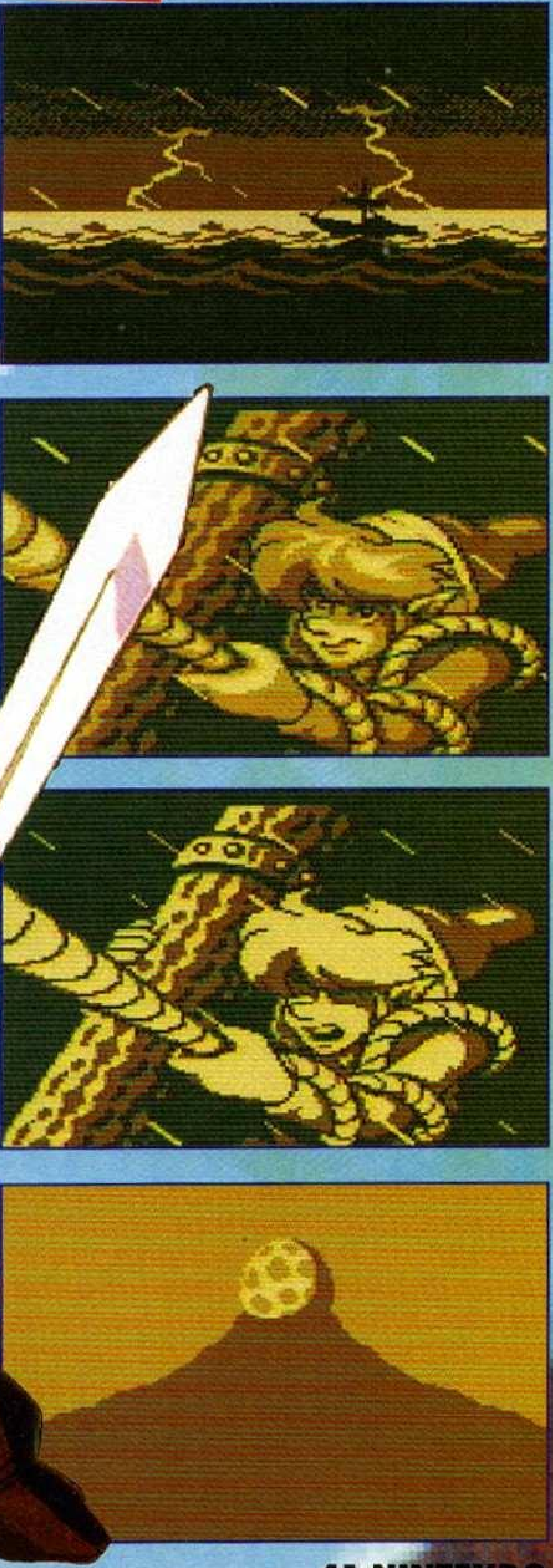
JUST ASK

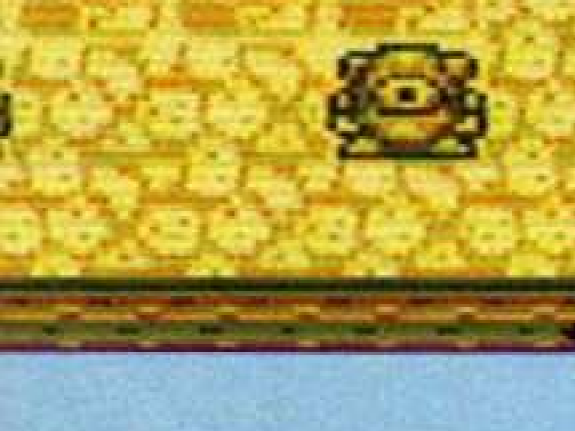
Link's tiny self isn't particularly threatening, indeed he is extremely vulnerable. Initially Link's only means of defence is his voice, which doesn't mean shouting at anything by which he feels threatened. By questioning Koholint's residents Link is rewarded with helpful directions or even provided with items that assist him as he progresses. Marin and her Father are the first to help, providing Link with his shield. Link's success depends almost entirely on advice and assistance from others.

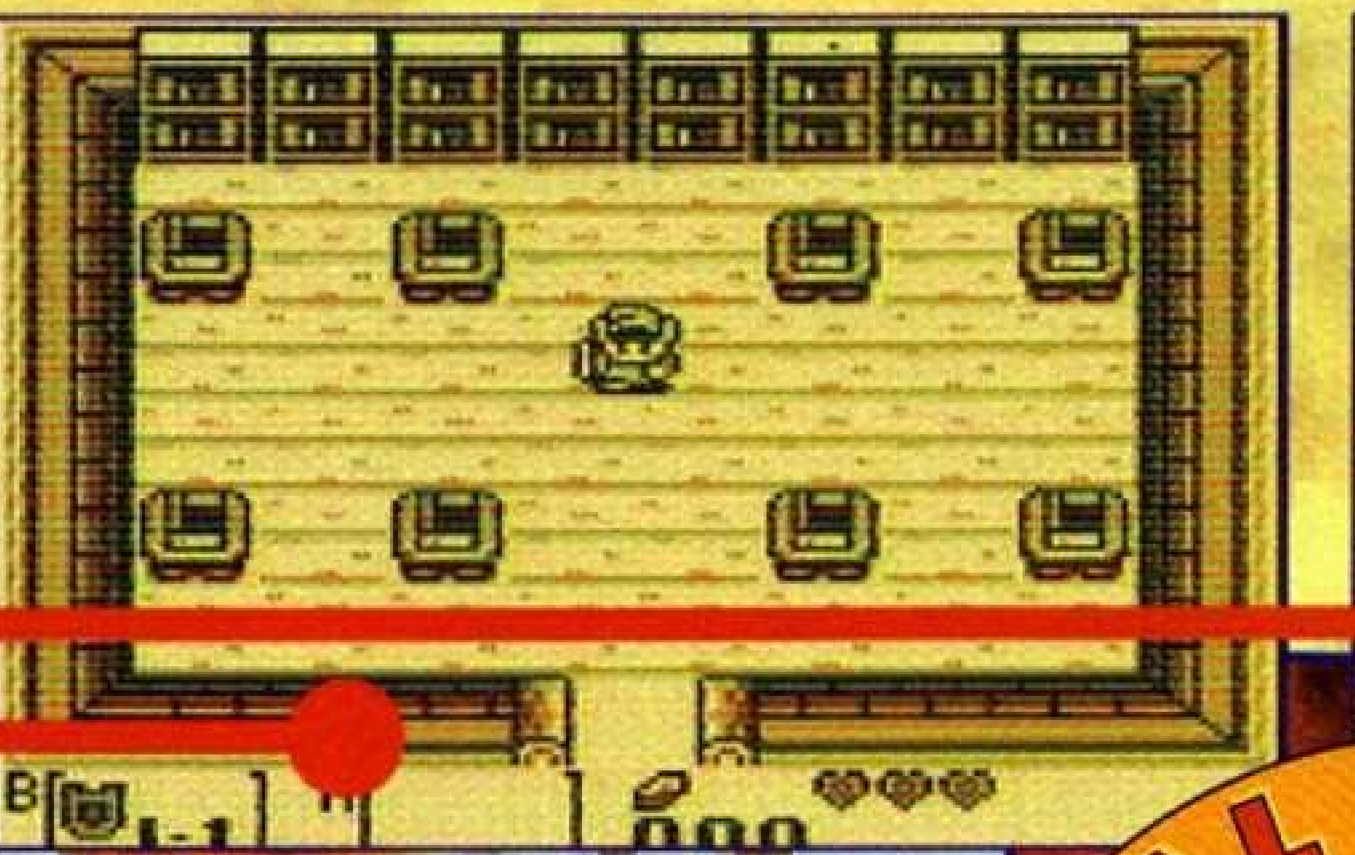
ZELDA

LINK'S AWAKENING

▼ Pictured below are four scenes taken from the outstanding intro to Link's Awakening! This isn't the last the player sees of such sequences as there are many slotted into the adventure itself. Look out for a rather touching scene on the beach (oo-er) and a hilarious encounter with a frog. Don't worry, we haven't given anything away!



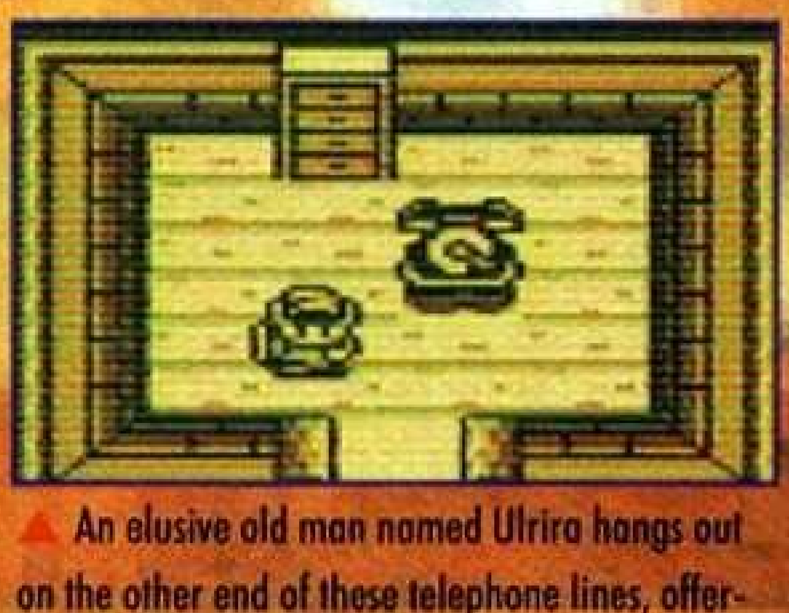




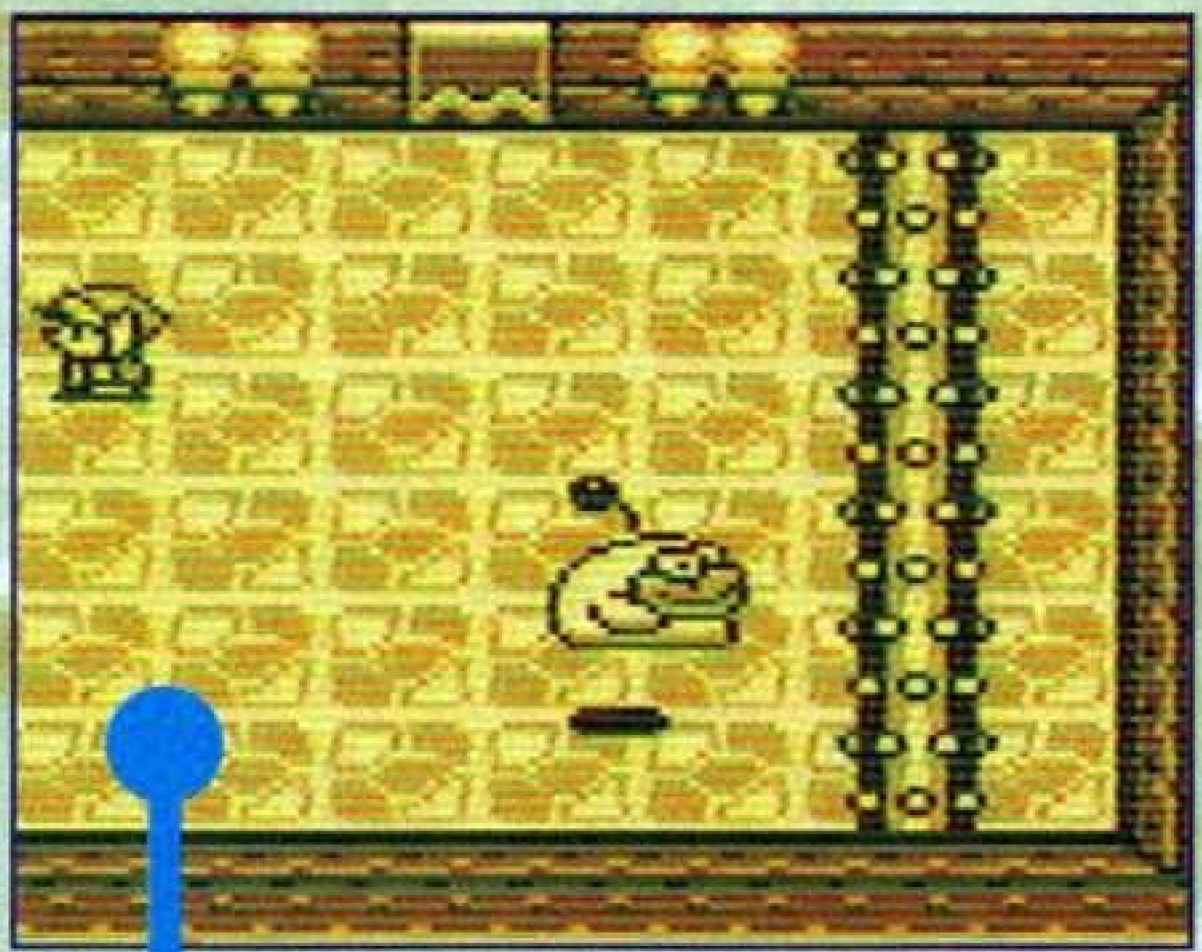
BY LUCK OR BY BOOK

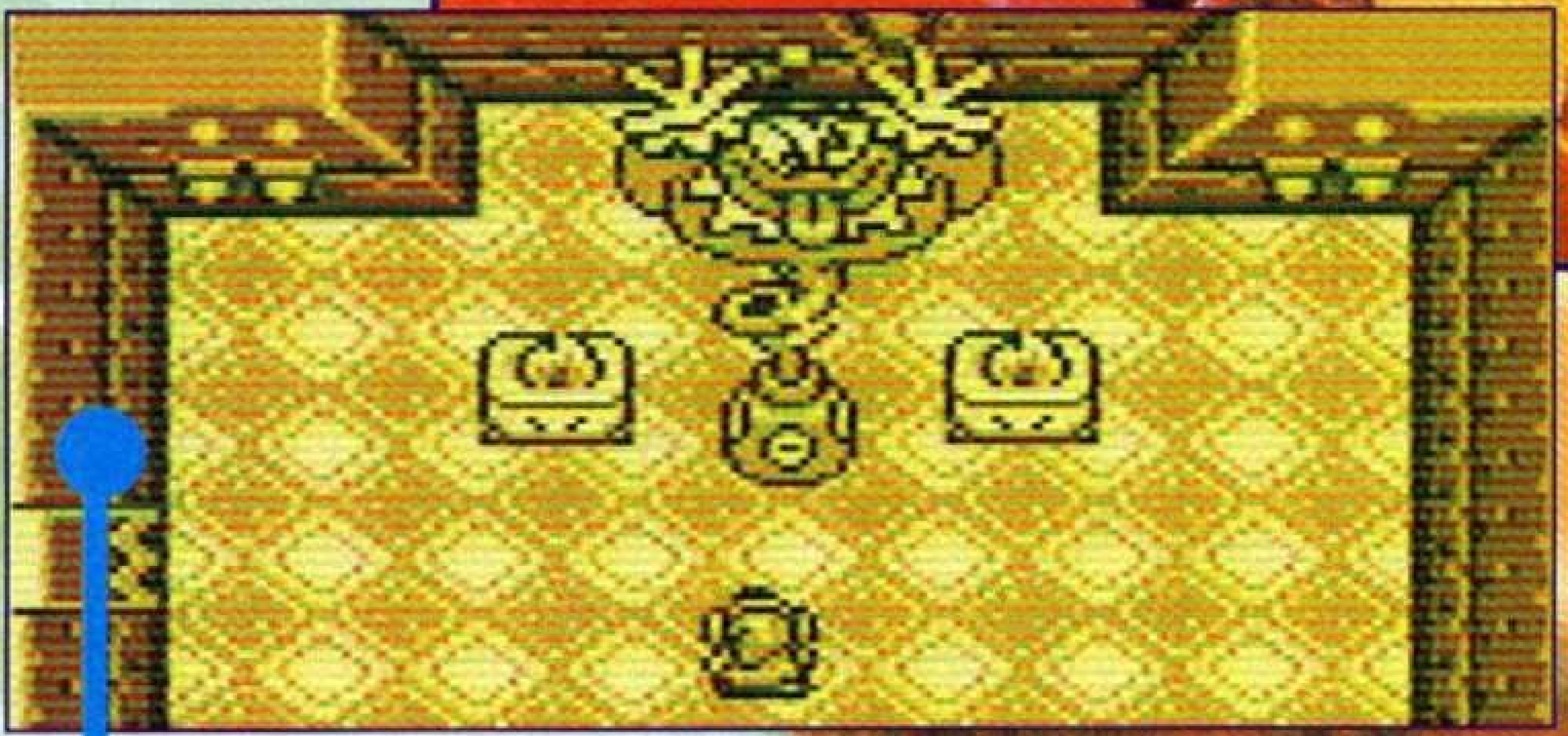
One of the first buildings Link encounters is a Library containing eight books offering handy tit bits of information and hint at what is to come. Link's eyes are every bit as valuable as his sword and shield in defeating his enemies as secrets are sometimes passed on in writing. When not consulting his map, Link is directed by signposts and some closed doors are opened only by putting into practice something that Link has read.

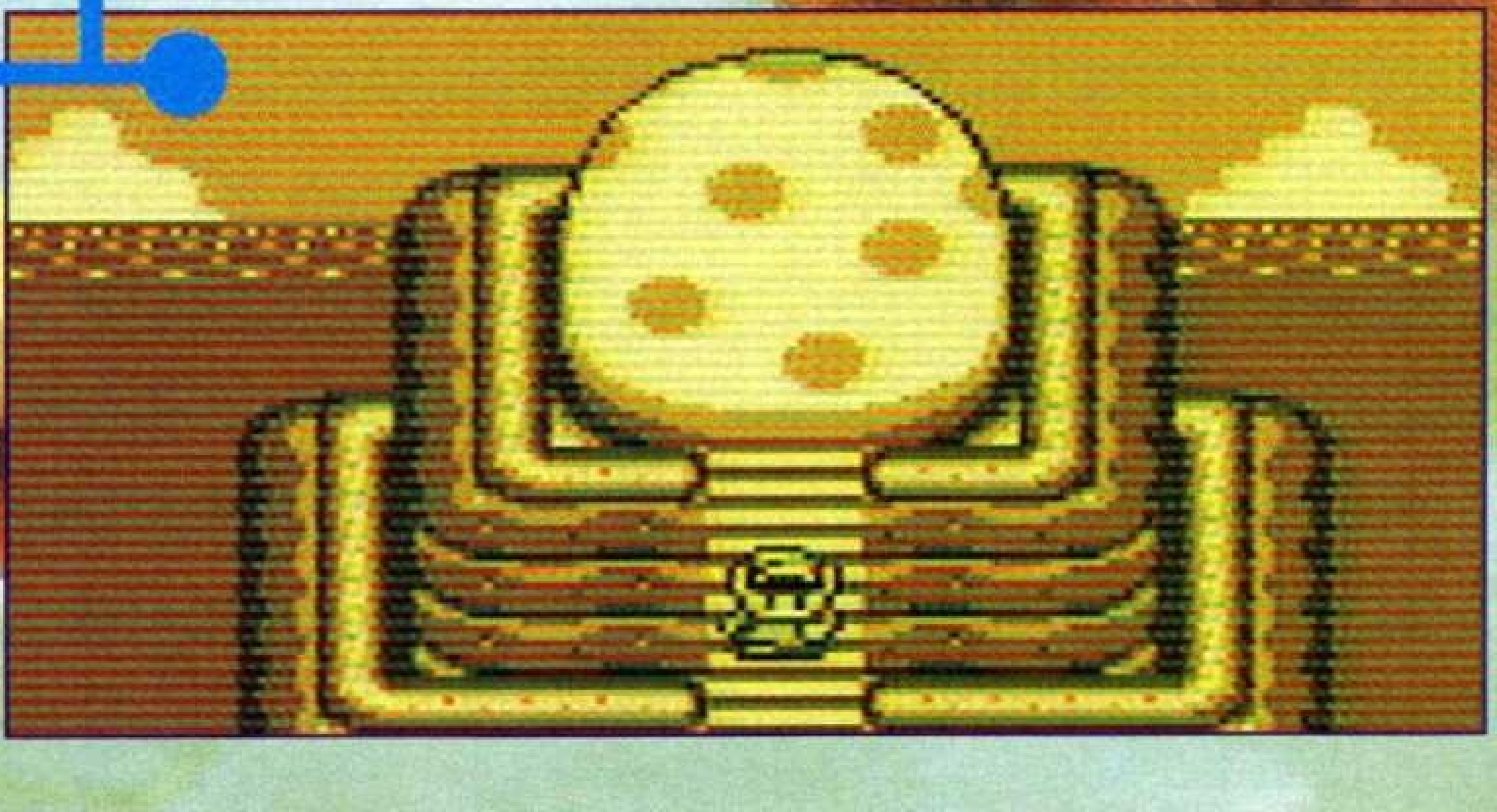
NMS SEAL OF QUALITY
SEAL



▲ An elusive old man named Ulrira hangs out on the other end of these telephone lines, offering much helpful information.





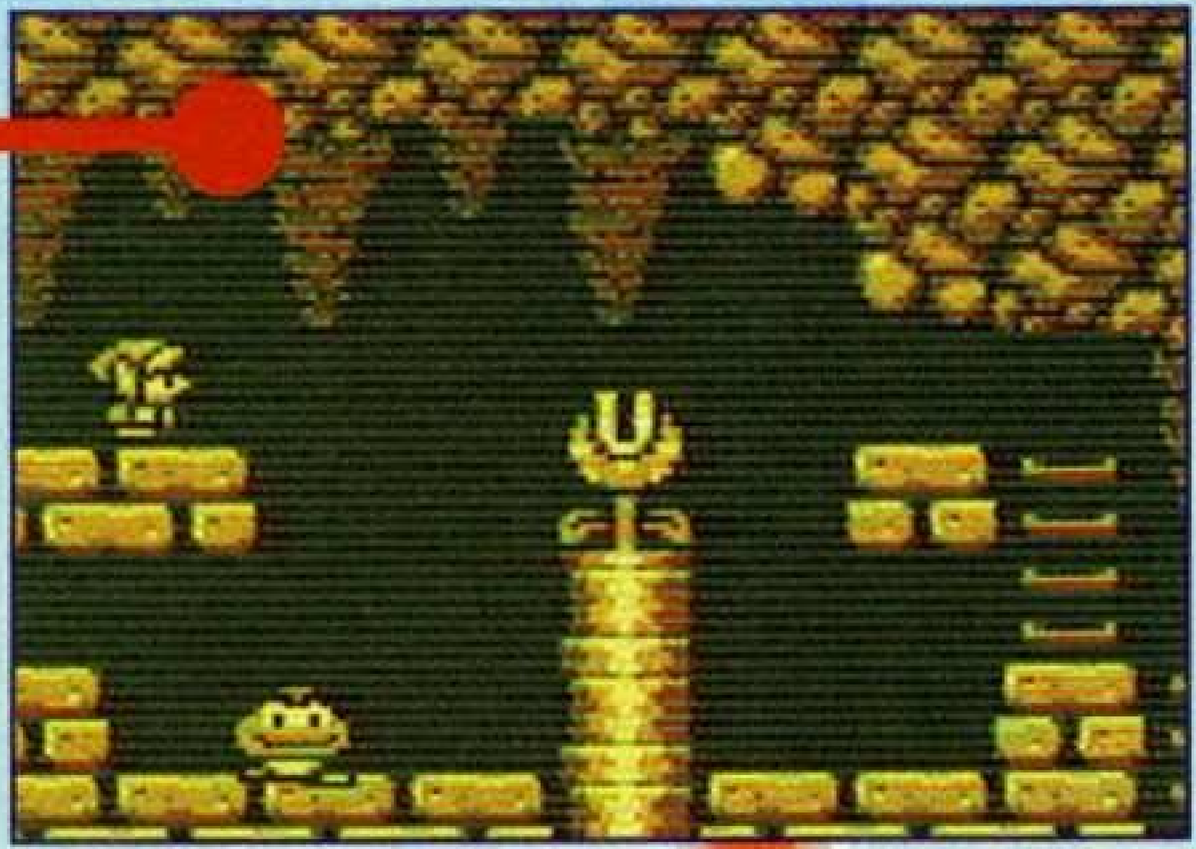


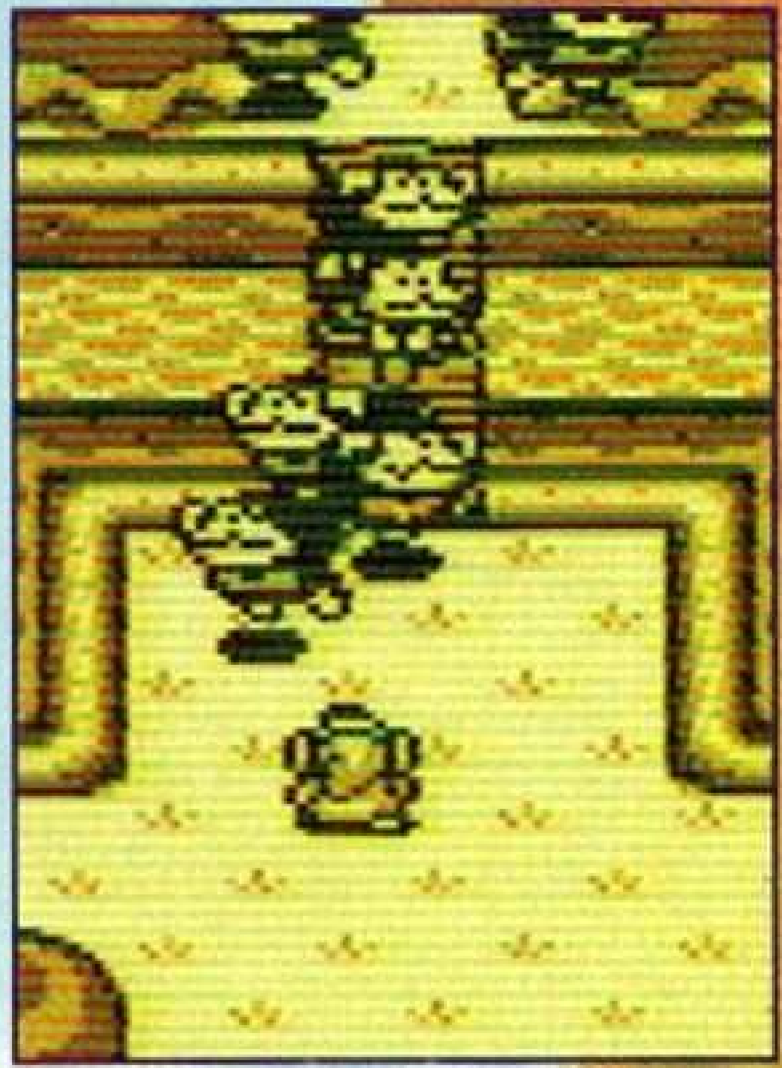
DUNGEON MASTER

Link's guarantee of returning to Hyrule depends on his awakening of the ambiguously-named Wind Fish. However the Wind Fish only responds to the sonorous tones of the Instruments of the Sirens. There are seven such instruments, each is hidden in a dungeon under the jealous guard of fearsome monsters! The crux of Link's mission relies solely on the defeat of these monsters. It is in these dungeons that Link's adventuring skills are tested to the full but they are also the source of the biggest rewards. Chests containing vital items are found, including weapons of incredible power that are indispensable for the defeat of the dungeons' guardians.

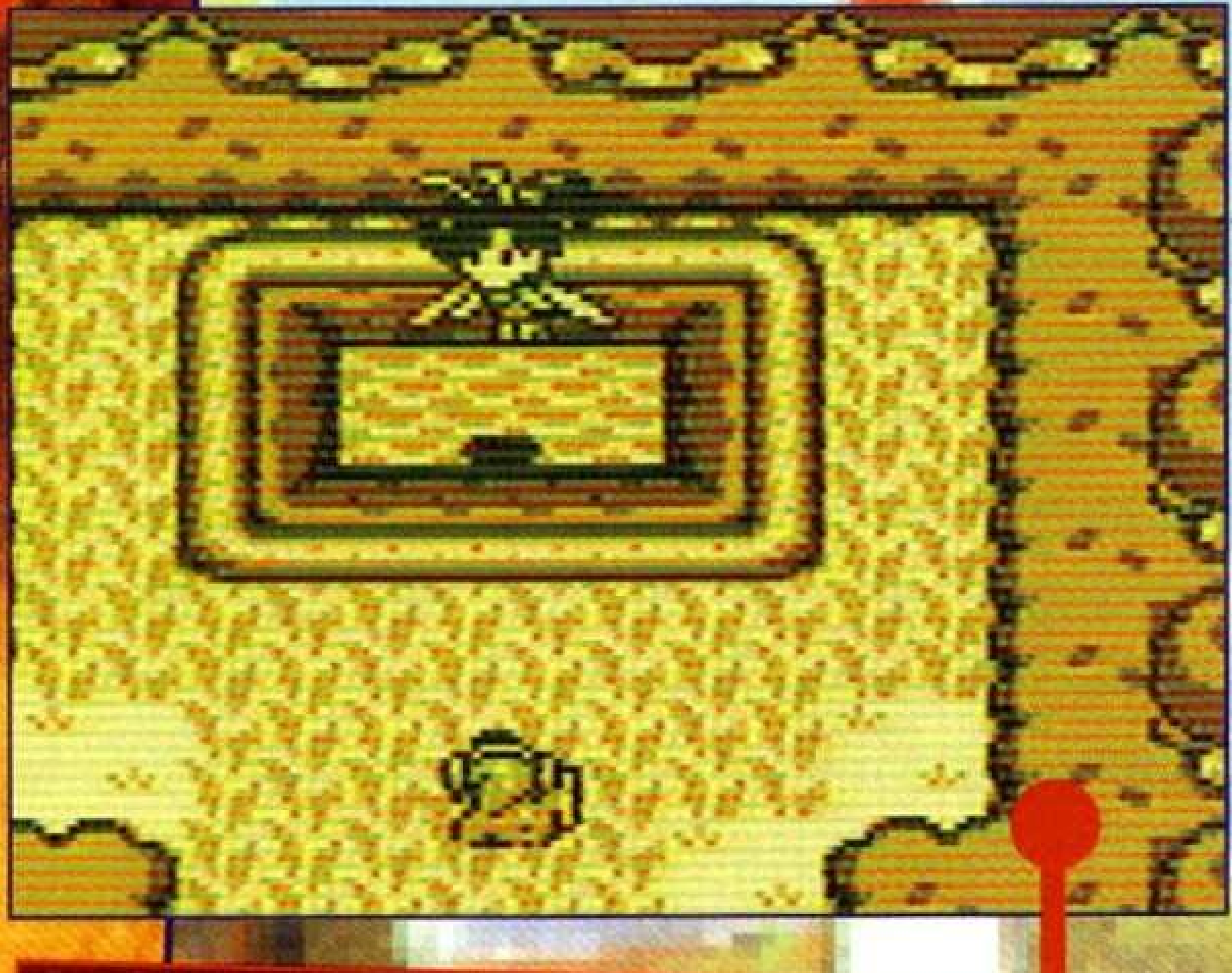
VIEWPOINT

Like Zelda II on the NES, Link's Awakening incorporates side-scrolling, platform sections into the action. These brief but exciting areas provide Link with a different kind of challenge as he negotiates puzzles similar to those faced by that other famous Nintendo icon, Mario. The similarities continue with the appearance of Goombas and Piranha Plants. As with overhead-exploration roaming the platforms holds secrets too. Stomping on Goombas reveals something more beneficial than a bit of extra cash, for example. There's even a boss featured in these sections!





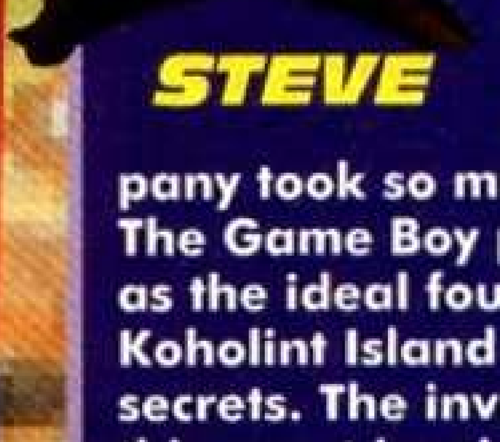
▲ Without giving too much away, there's this gang of monkeys, right.....



BIG FAIRIES

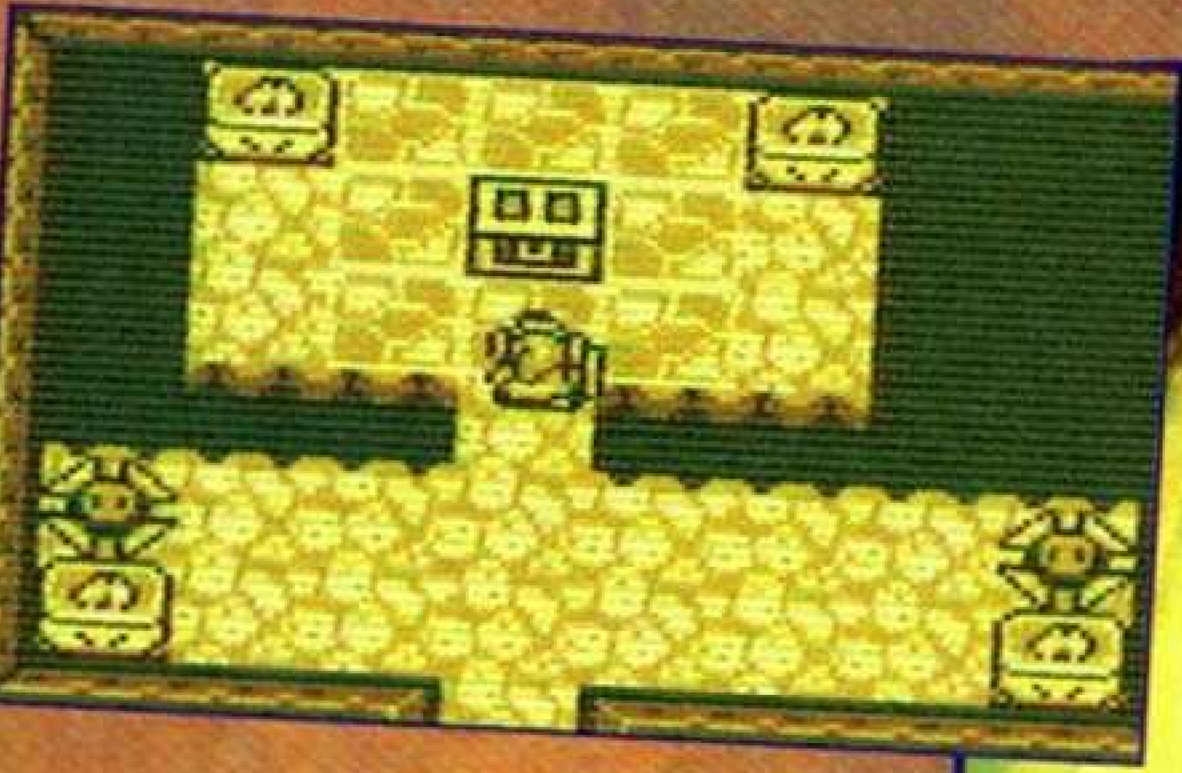
Link's energy is portrayed as pieces of heart. Link has the option of replacing any lost pieces for cash from shops. Yet it is often better to save the dosh for something else and seek out the nearest fairy. Fairies come in two sizes, the smallest of which flutter about or hide in the undergrowth. Unfortunately the small ones are quite shy and generally do their best to run off rather than donate their healing properties! The other, much larger Fairies inhabit caves and are rather more sociable and offer some polite conversation before fully replacing any lost energy.

COMMENT



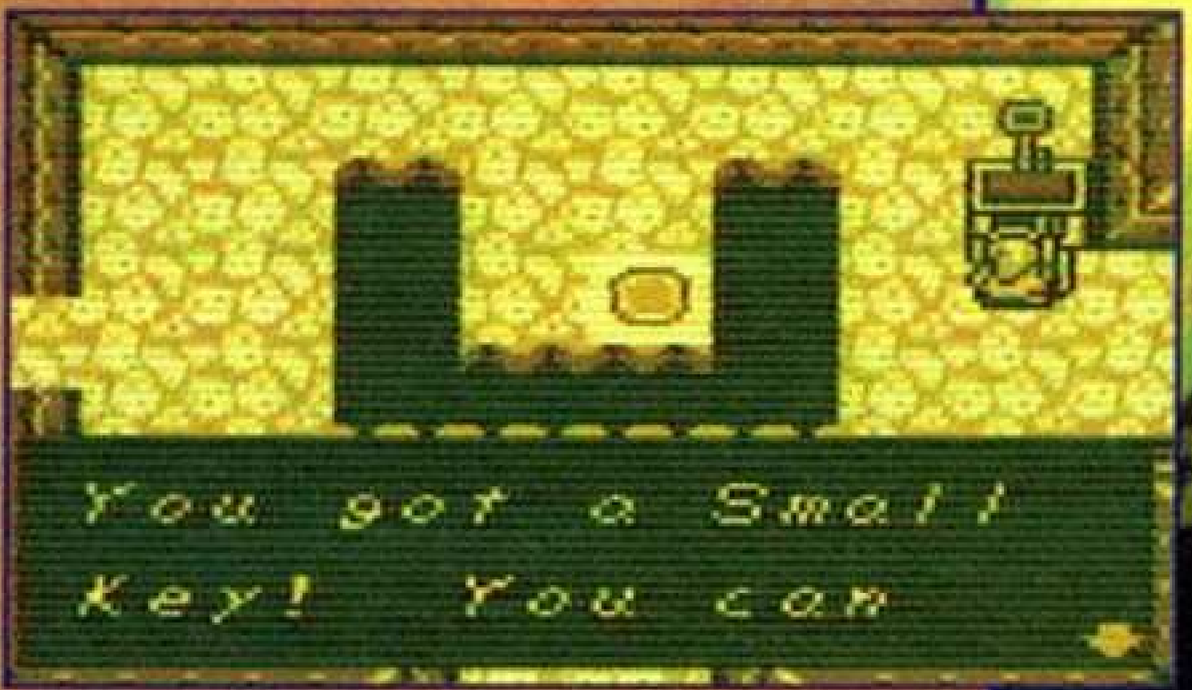
STEVE

Evidently Nintendo have spent a great deal of time in perfecting Link's Awakening - If only every company took so much trouble. The Game Boy proves itself as the ideal foundation for Koholint Island and its secrets. The involvement this quest inspires is virtually inescapable! Having Link question pretty much everyone and everything may seem like a dull prospect but the feel for adventure overcomes all odds and what would otherwise be frustrating transforms into another great aspect of the challenge. Of course all this hard work isn't without its rewards and each completed section of Link's quest is met with great satisfaction, urging the player to explore further and further. The many devices that Link employs are inventive and the characters he meets are imaginative too. Basically this is the best RPG yet for the Game Boy.

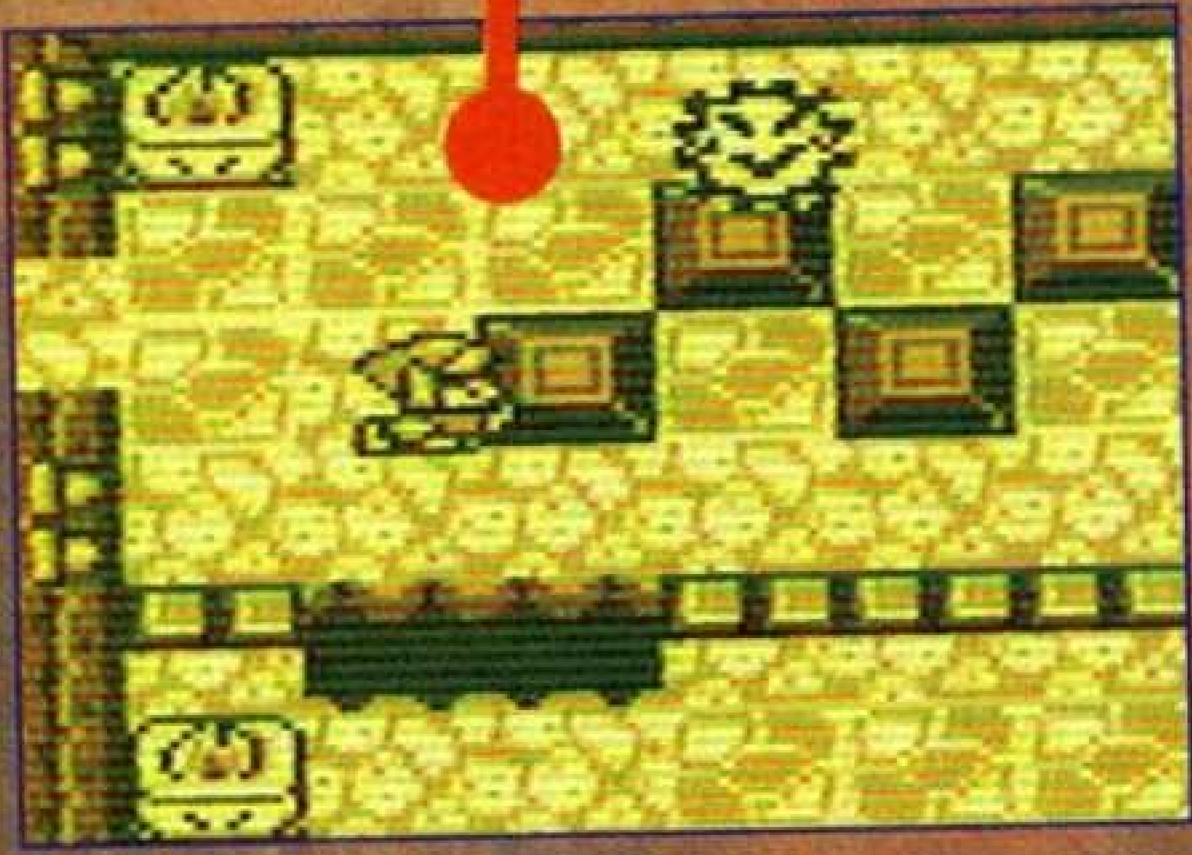


SHOVE IT

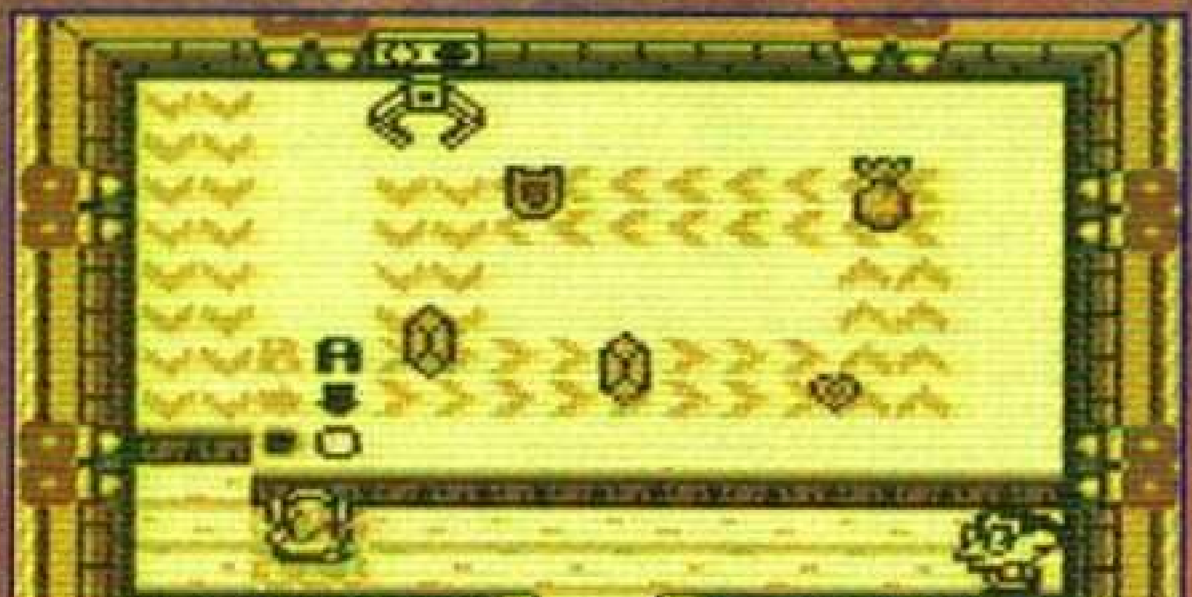
Link also reveals secret entrances, chests or other valuable objects - at a push. Even without the aid of specialist equipment there are some blocks that scrape aside as force is applied. In some cases the movement of blocks is necessary to reach a certain door but there are others that are less obvious, so it's always worth testing everything for fear of missing out.



You got a Small Key! You can



Perfect timing in the Trendy Game Shop earns the best prizes.

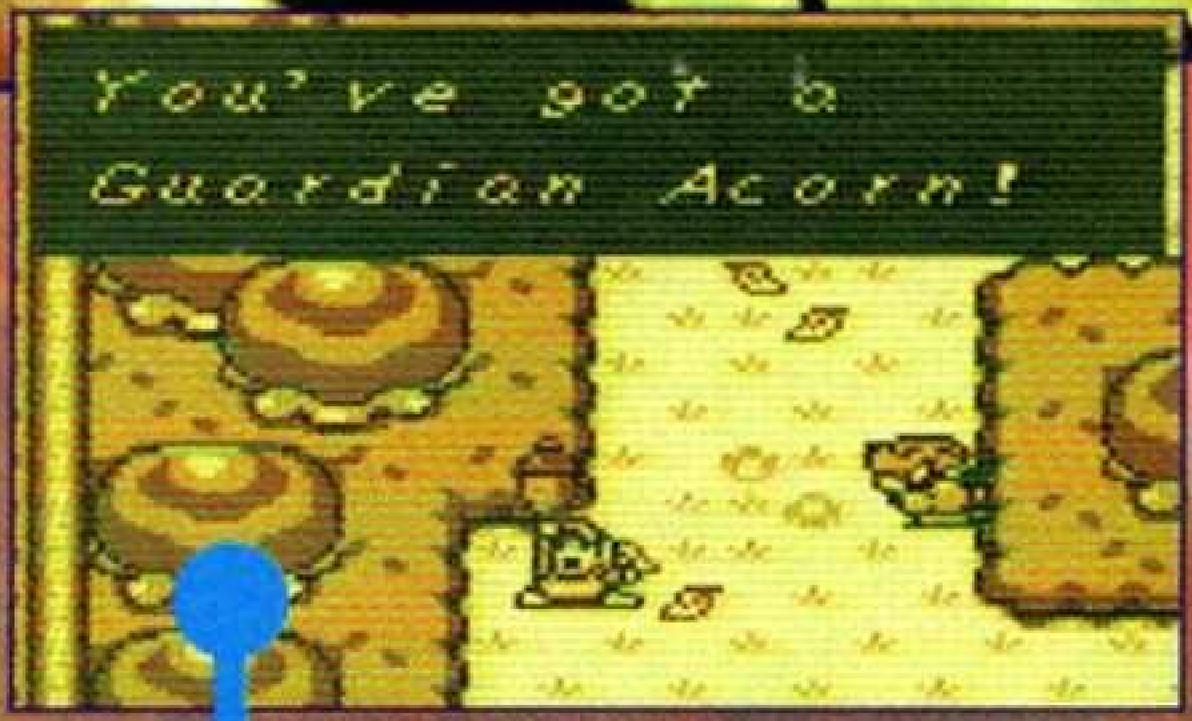


GOODBYE - HELLO

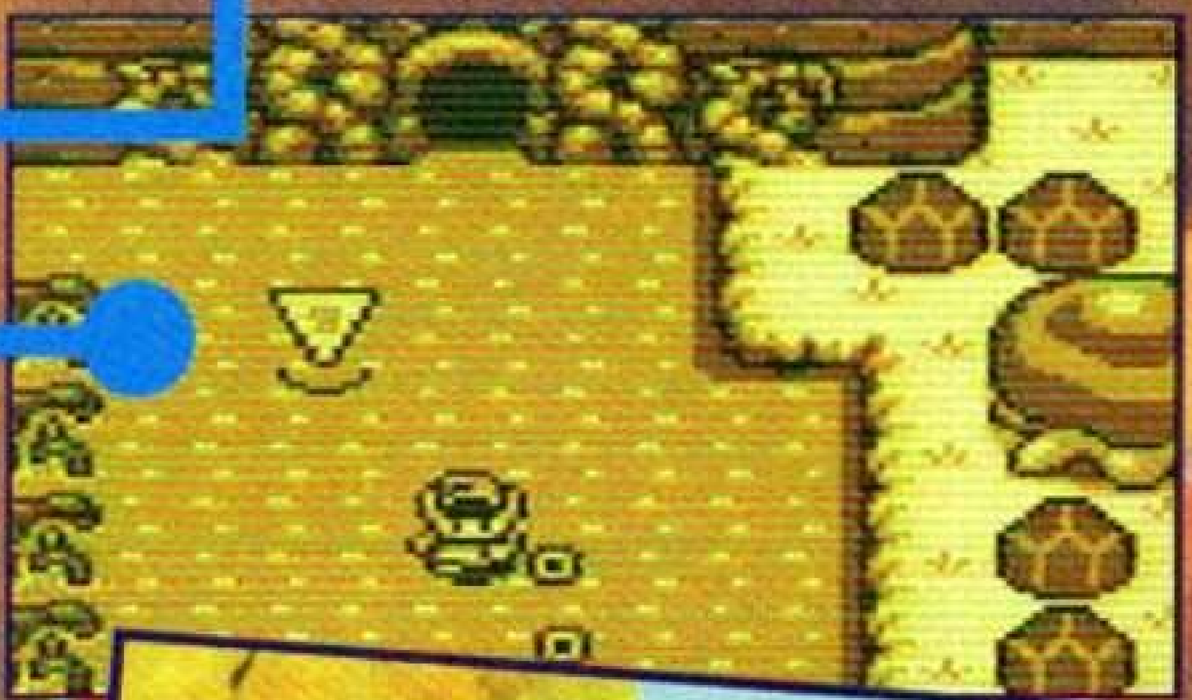
Over the years Link has discovered that many barriers, once removed, reveal secrets. A room filled with obstacles of a nasty, snarling and extremely animated variety might well give up the likes of a key once its occupants are dealt with. There are two items that Link confidently expects to turn up, time and time again, but be aware as their strength is only effective for a minute or so:

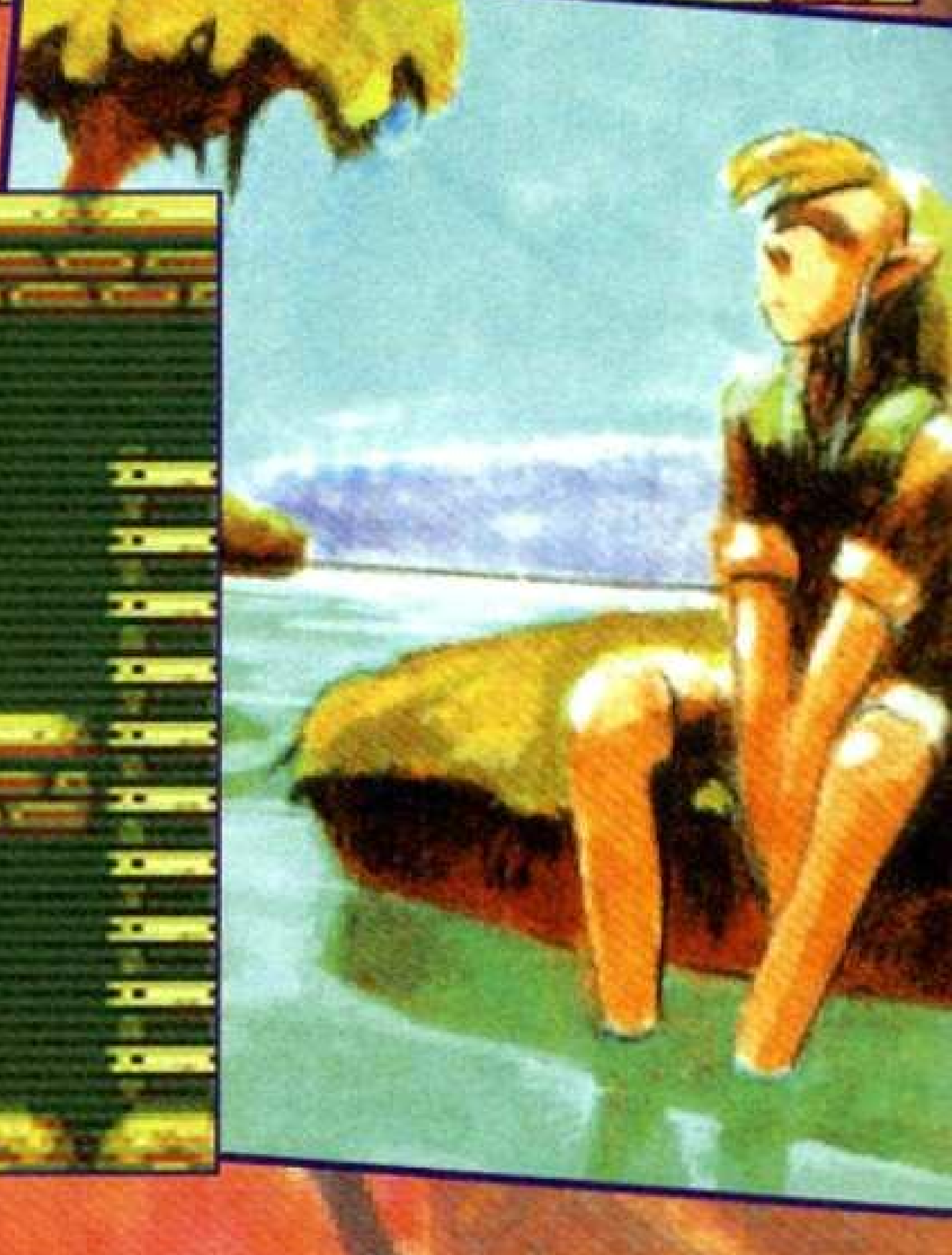
Guardian Acorns:
Upon retrieving these fruits Link sustains only half the damage from any collisions.

Piece of Power:
The powers of the the Tri-Force - the governing force of Hyrule, Link's homeland - are well documented in Link's history. Each Piece of Power is a fragment of the Tri-Force and doubles the strength of Link's sword when collected!



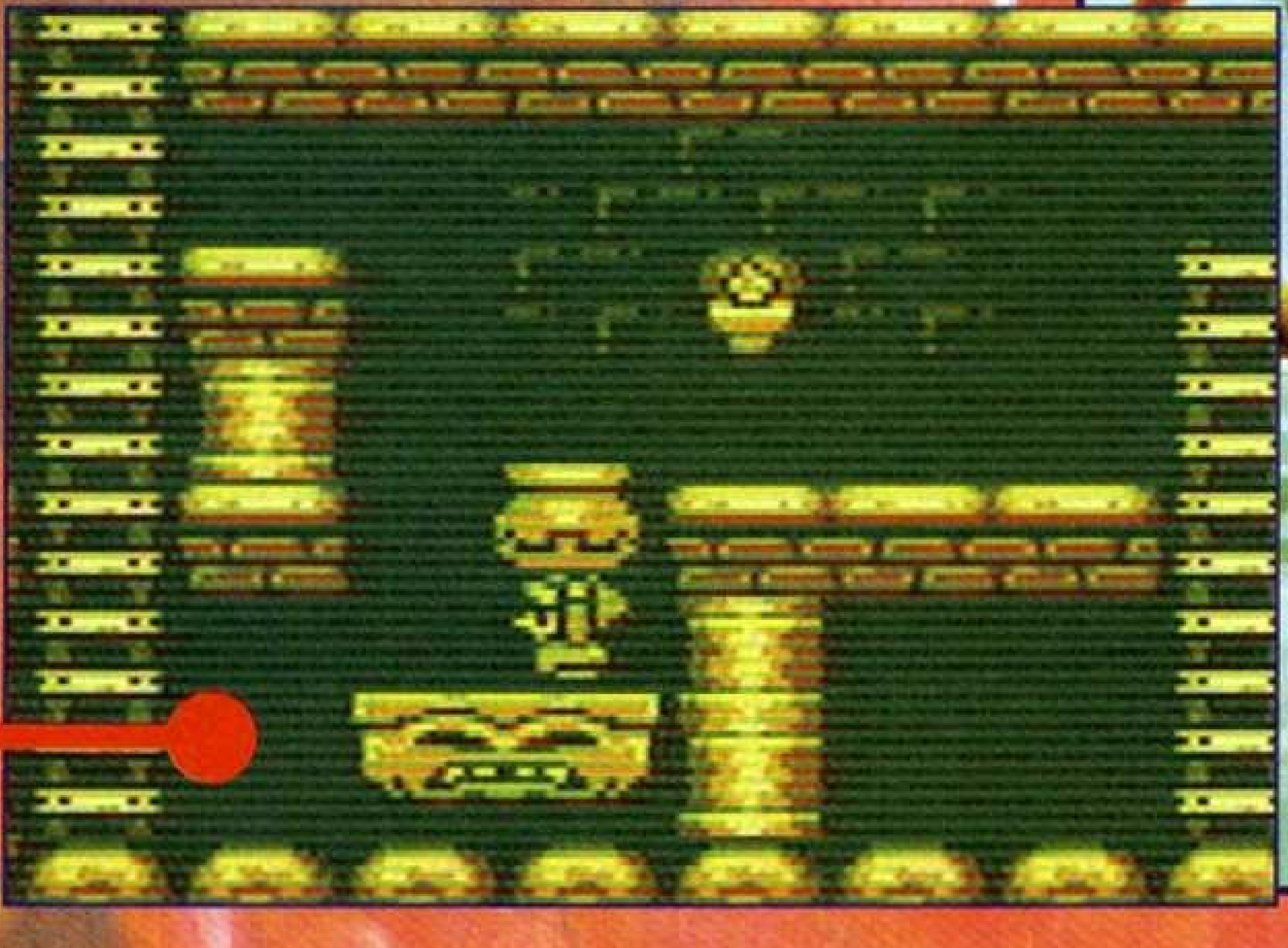
You've got a Guardian Acorn!





POTTY TRAINING

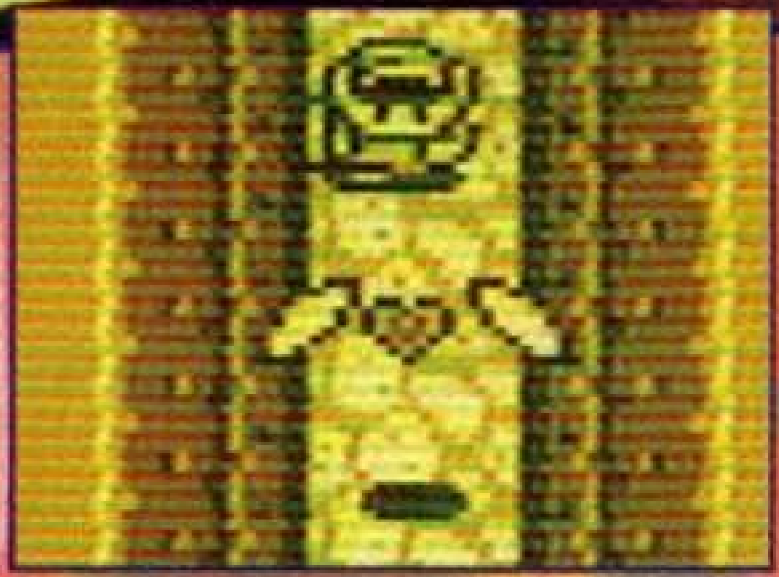
Koholint's residents insist on keeping the majority of their possessions in clay pots. They're all damn heavy and impossible for Link to lift unaided! The lad's discovery of a strength-enhancing object is of prime importance. Needless to say, Koholint's many pots play a major role in Link's quest, both for the items they conceal and the benefits of their enormous weight. Weighty rocks that block Link's path are also made light of with this newfound strength.



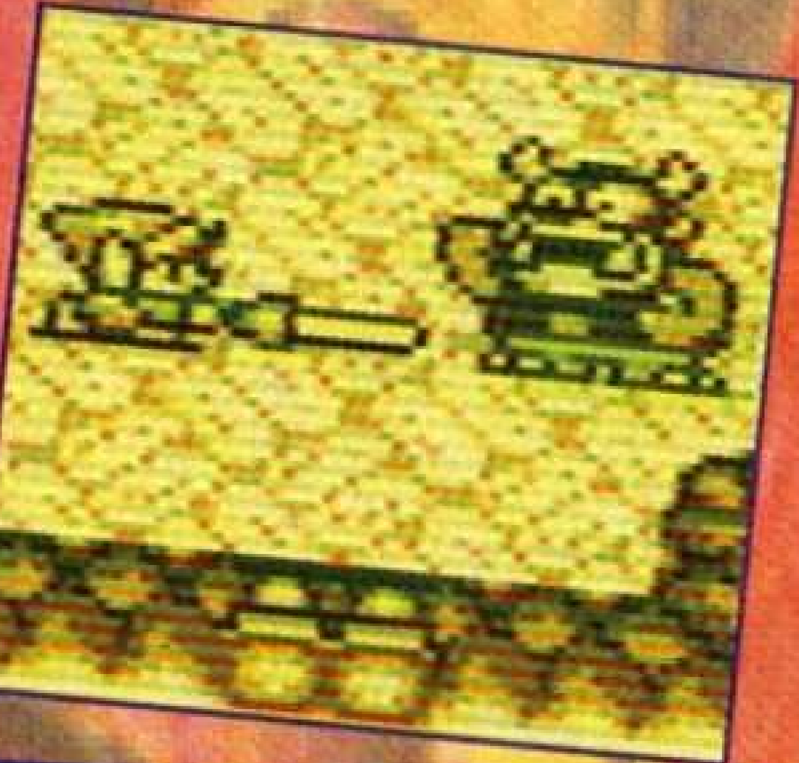
COMMENT

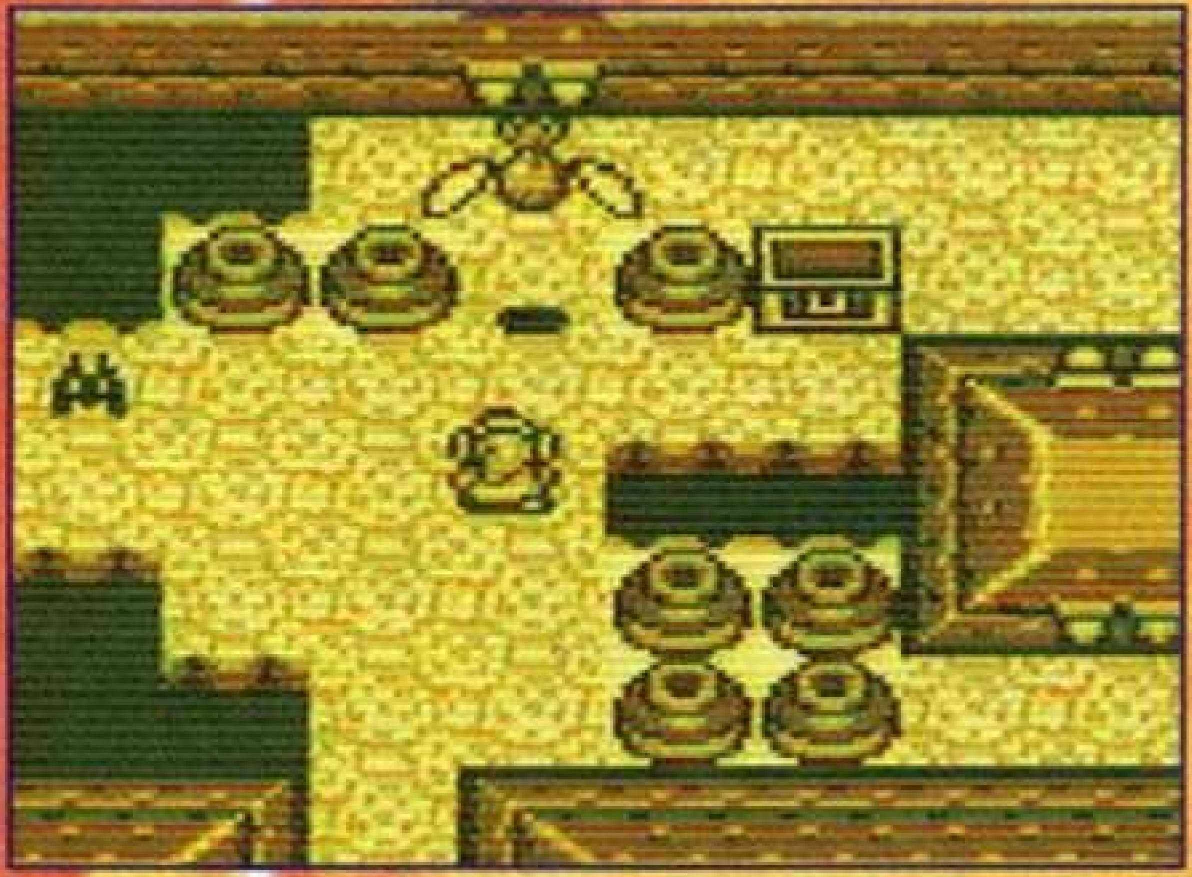
PAUL

In spite of all the excitement surrounding Link's Game Boy debut, I remained sceptical. What looks and plays superbly on a 16 or even 8 bit system isn't guaranteed the same success in such a tiny monotone environment. Frankly I'm stunned at the result. Link awakes to an adventure that entices the player with its complex yet fun-filled plot and closely mimics the Super NES' graphical style too! OK, so colour and special effects are impossible but Koholint Island is equally as atmospheric and picturesque as Hyrule on the Super NES! Consequently players are not only encouraged by solving the many puzzles but by the will to see each new location as the island's secrets unfold before them. I am particularly happy to find that Nintendo haven't merely produced a version of Zelda for the Game Boy but truly developed the gameplay to an extent where Link's Awakening is a bonafide continuation of the Legend, not just a supplement. There lies the biggest reason for waking up to the one of the most inspiring and satisfying titles across all the Nintendo formats in *years!*

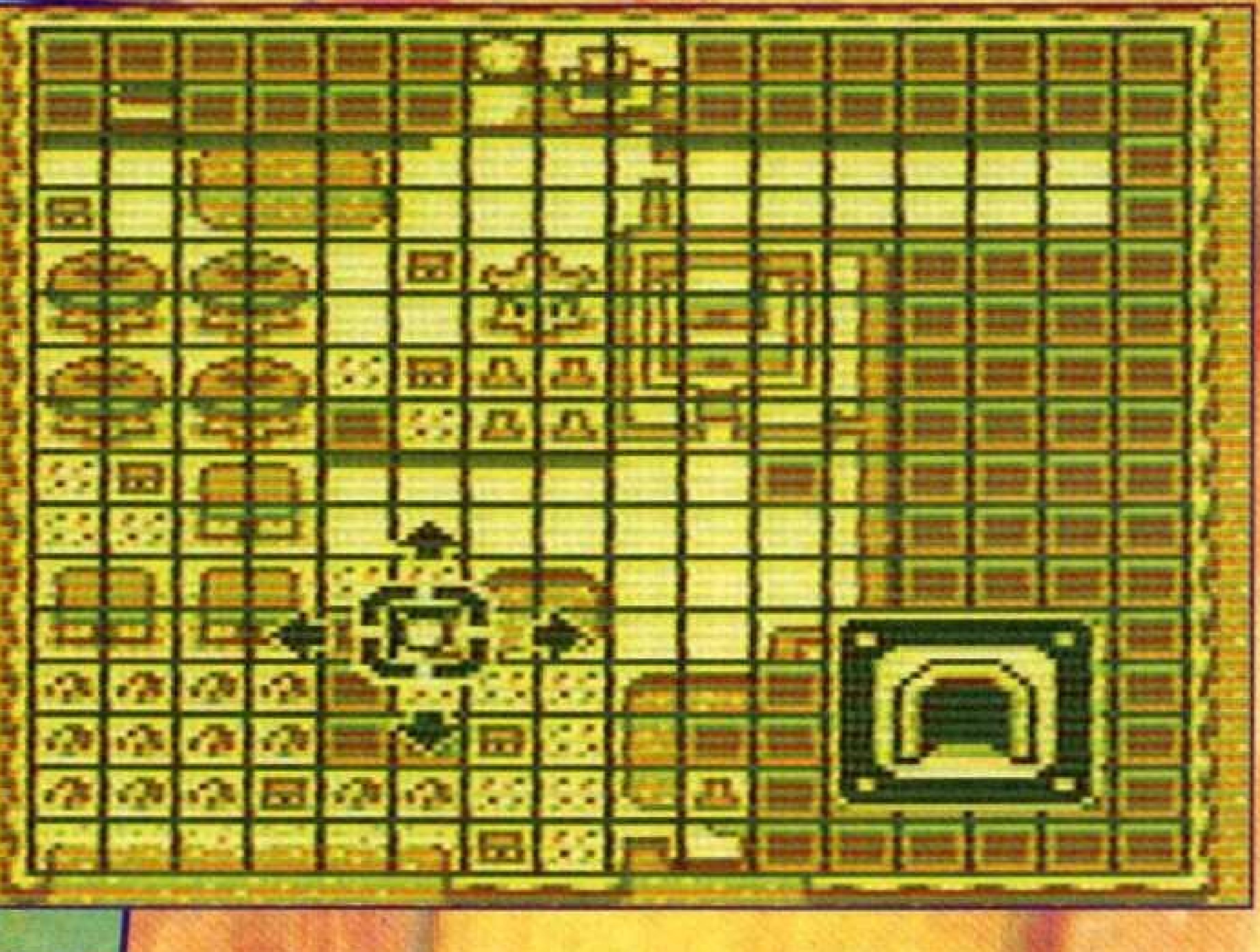


▲ A replacement heart - now with wings! The only problem is reaching the thing!





▲ And look, it's a bag of magic dust - also with wings! At this stage in the game, however, Link knows precisely how to obtain it.



RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	■
ACTION	■	■	■	■
CHALLENGE	■	■	■	☐
REFLEXES	■	■	■	☐
ORIGINALITY	■	■	■	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	■
MONTH	■	■	■	■
YEAR	■	■	☐	☐

PRESENTATION 92

▲ The selection screens are easy to follow. The incidental animated sequences are well executed and help build the atmosphere.

GRAPHICS 96

▲ Very reminiscent of Link's Super NES adventure. The simplistic style is easy on the eyes without sacrificing detail.

SOUND 91

▲ The Zelda tunes are reproduced perfectly making the Game Boy sound better than it ought to! Likewise the sound effects are chirpy and fit the situations perfectly.

PLAYABILITY 93

▲ Link's Awakening is so well crafted that the quest is impossible to resist. The player's mind is constantly active, figuring out Link's next move and the rewards for success are extremely gratifying!

LASTABILITY 91

▲ The quest to which Link awakes is huge and so impressive that players are bound to return to perfect their performance.

OVERALL 94

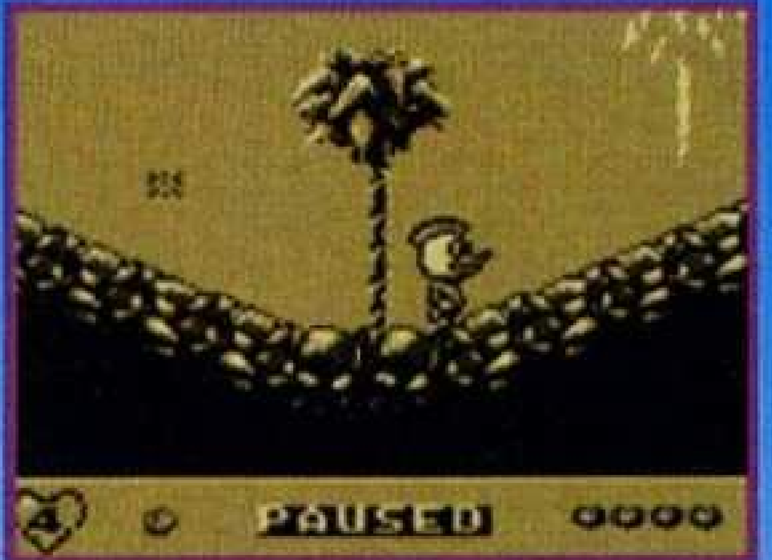
Link's Awakening sets a new standard for the Game Boy! It is absolutely stunning and the best game to appear on the Game Boy for at least a year!

REVIEW
GAME BOY

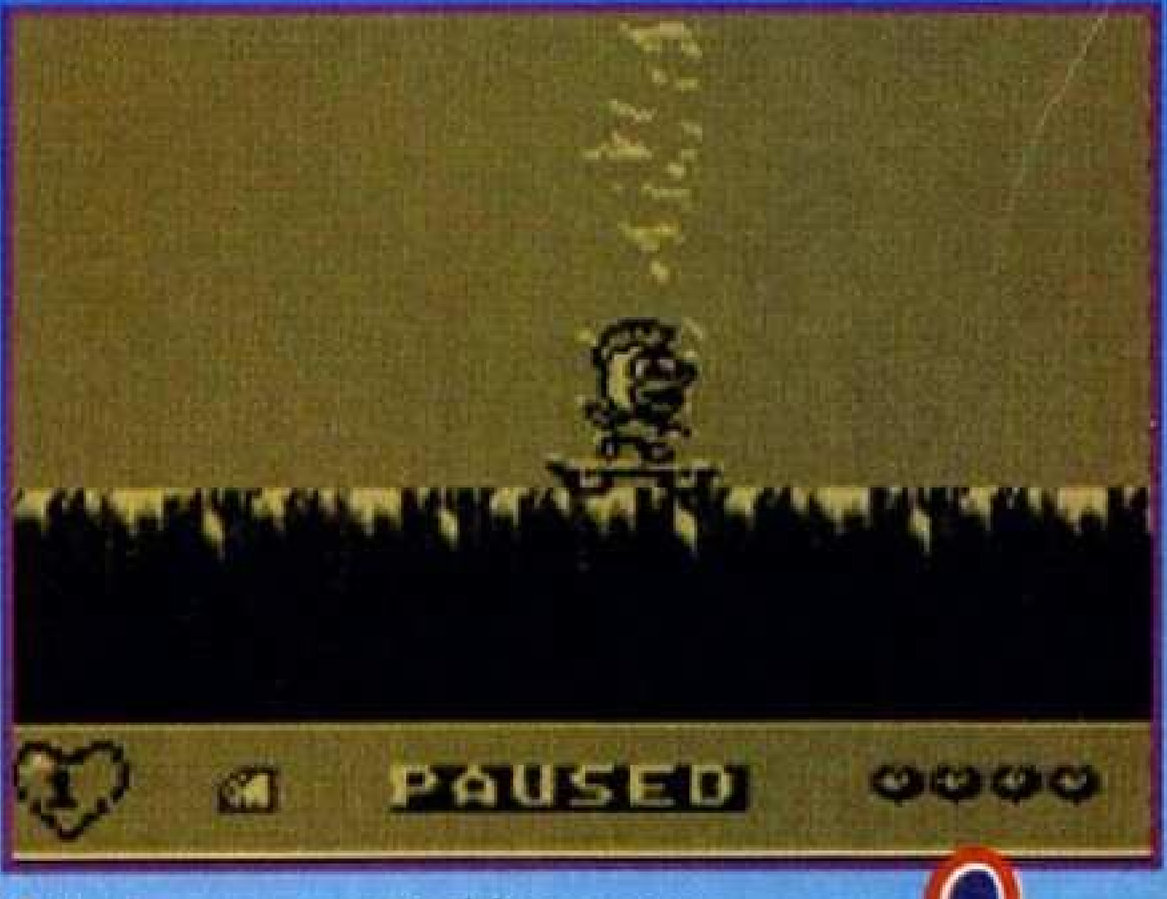
edd the

Oh no! The world is in terrible peril once again! An evil wizard has decided to destroy the planet, and there's only one man who can save us now! Well, actually, man's a bit too strong a word, because our saviour is in fact a duck. And he's not even a real duck - he's a puppet one. Thinking about it, it might be a slightly better idea to trust the future of the Earth to Mario or Bart Simpson or the Army or someone. But, no, it looks like 'popular' kids TV presenter', Edd the Duck, is the toy for the job in this new platformer from Laserbeam.

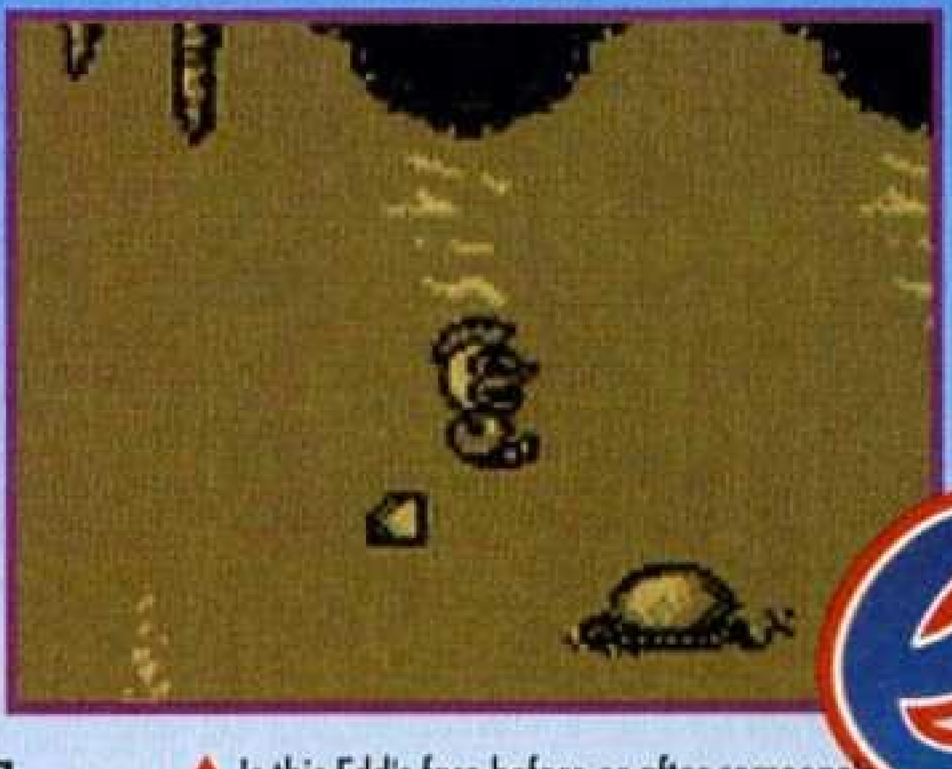
Edd's task is to negotiate the evil wizard's platform-laden levels, each of which is made up of three stages. Edd has a remarkable talent of being able to throw the rocks, diamonds and other debris he finds at his foes. Sounds exciting, eh? Believe me, it doesn't get any better. The graphics in Edd are really basic and indistinct, and the screen area is too small - meaning there are times when it's impossible to see where you're supposed to land when you jump, leading to much "Grrr that's not fair I shouldn't have died there! Aaaargh!"-esque behaviour. The levels themselves are very basic and simple, meaning there's not really any more to do than run down a series of slopes and jump at the bottom of all of them. An absolutely pointless release.



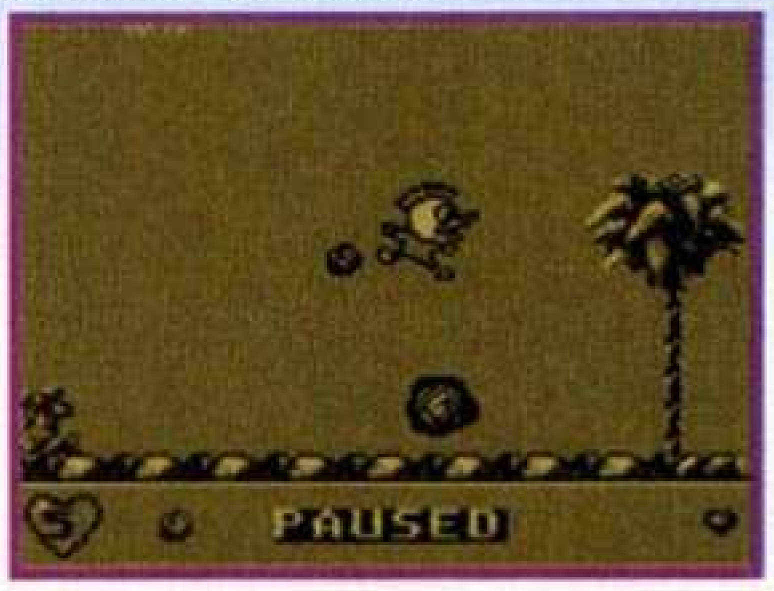
▲ Almost as exciting as CBBC.



▲ "Look, my own game!' Said the poor man's Gordon The Gopher.



▲ Is this Edd's face before or after someone's hand was brought into play?



CART SPEC

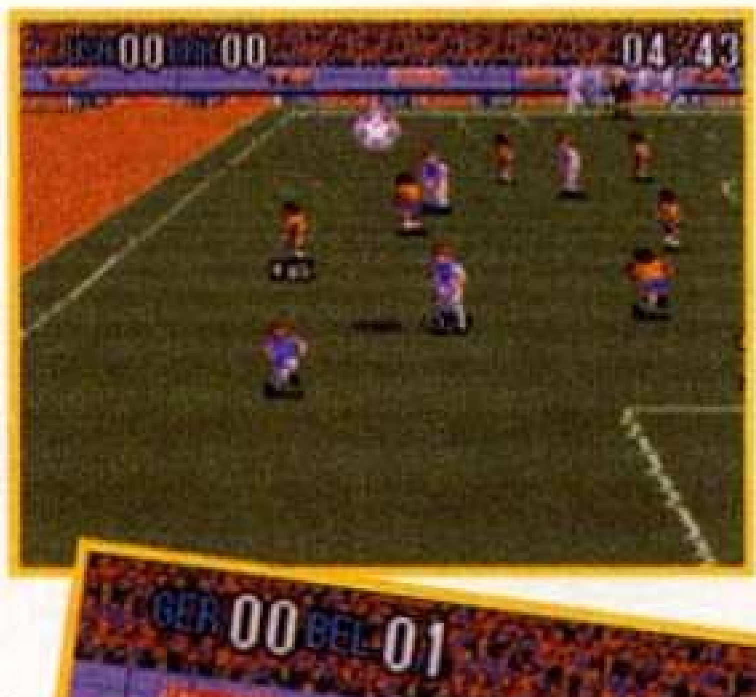
edd the duck
edd

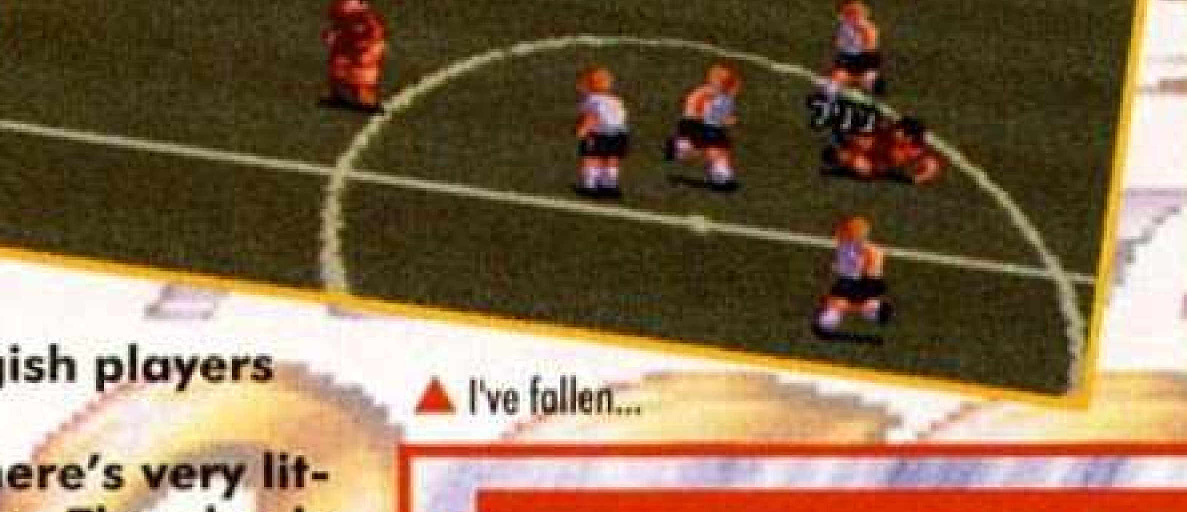
- **BY:** LASERBEAM
- **PRICE:** £24.99
- **RELEASE:** JULY/AUG
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 2 MEG

REVIEW
SUPER NINTENDO
ENTERTAINMENT SYSTEM

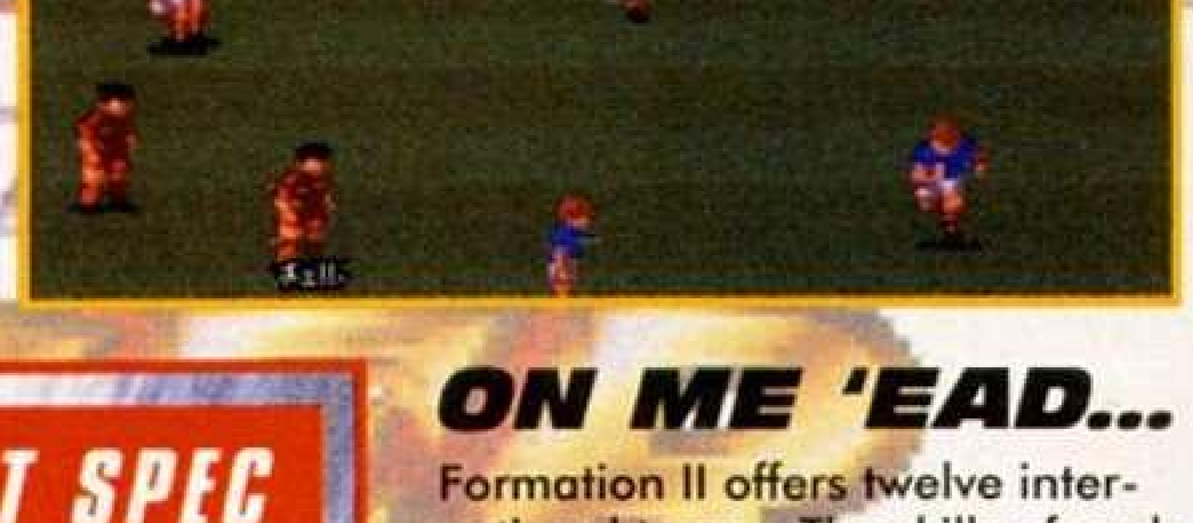
SUPER FORMA
SOCCE

Hot on the heels of Striker, and sporting the same forced perspective viewpoint, comes Human's Super Formation Soccer II. The original game was released in the UK as Super Soccer, but there's very little difference between the two and hopefully we'll be spared a UK version of this dire sequel. In terms of options and the like, Formation II is a little underfed. The usual formation and team selection screens are there, and so is the option to manually-control the goalie - but that's it. From here, it's time to select an opponent and wade into some of the most sluggish players since Gazza discovered pasta...
Aside from the smooth update, there's very little to recommend about Formation. The play is uncoordinated and the perspective makes for inaccurate passing. These are two factors which hammer the final nails into the game's coffin - as if the crap goalies, incredibly tough opponents and pathetic lack of shots weren't enough. Footy fans can already find solace in Elite's Striker, and there's nothing here to change that.

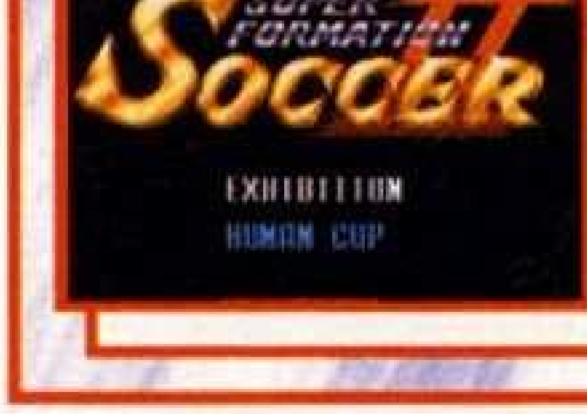




▲ I've fallen...



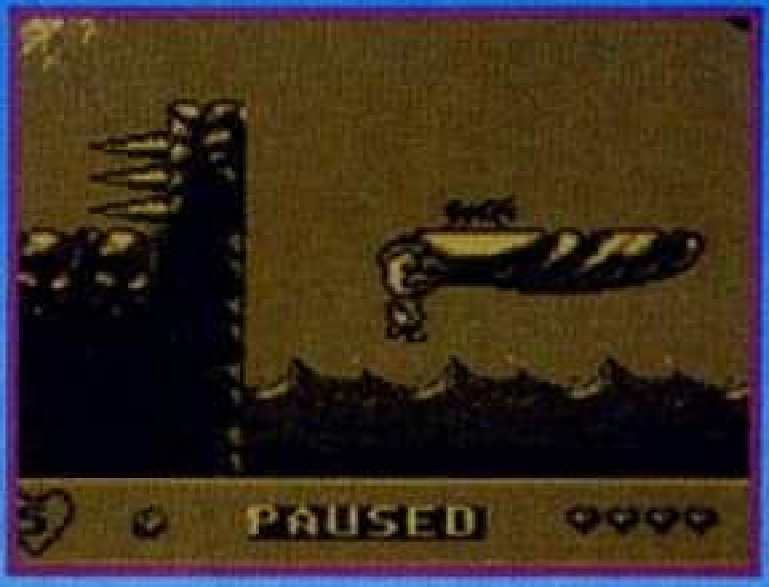
CART SPEC



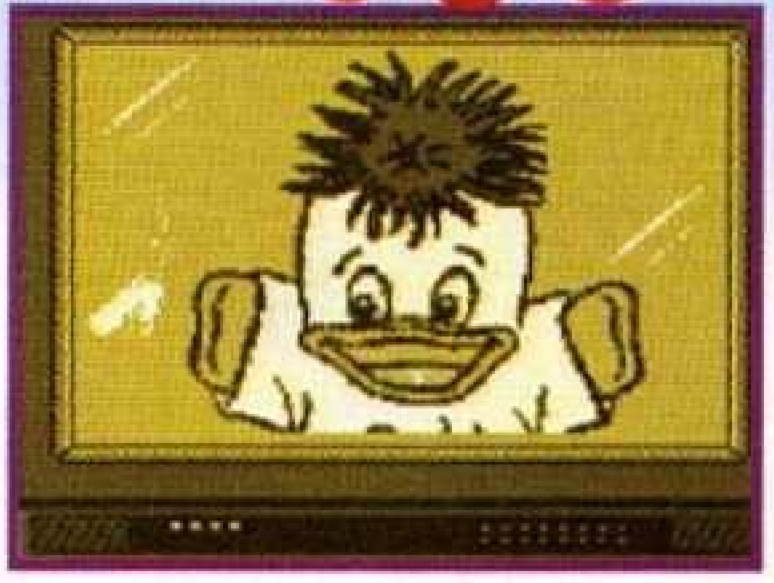
- **BY:** HUMAN
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** SPORTS
- **CART SIZE:** 8 MEG

ON ME 'EAD...

Formation II offers twelve international teams. The skills of each are broken down into three energy bars - passing, kicking, and running - with the length of the bar determining who's good at what.

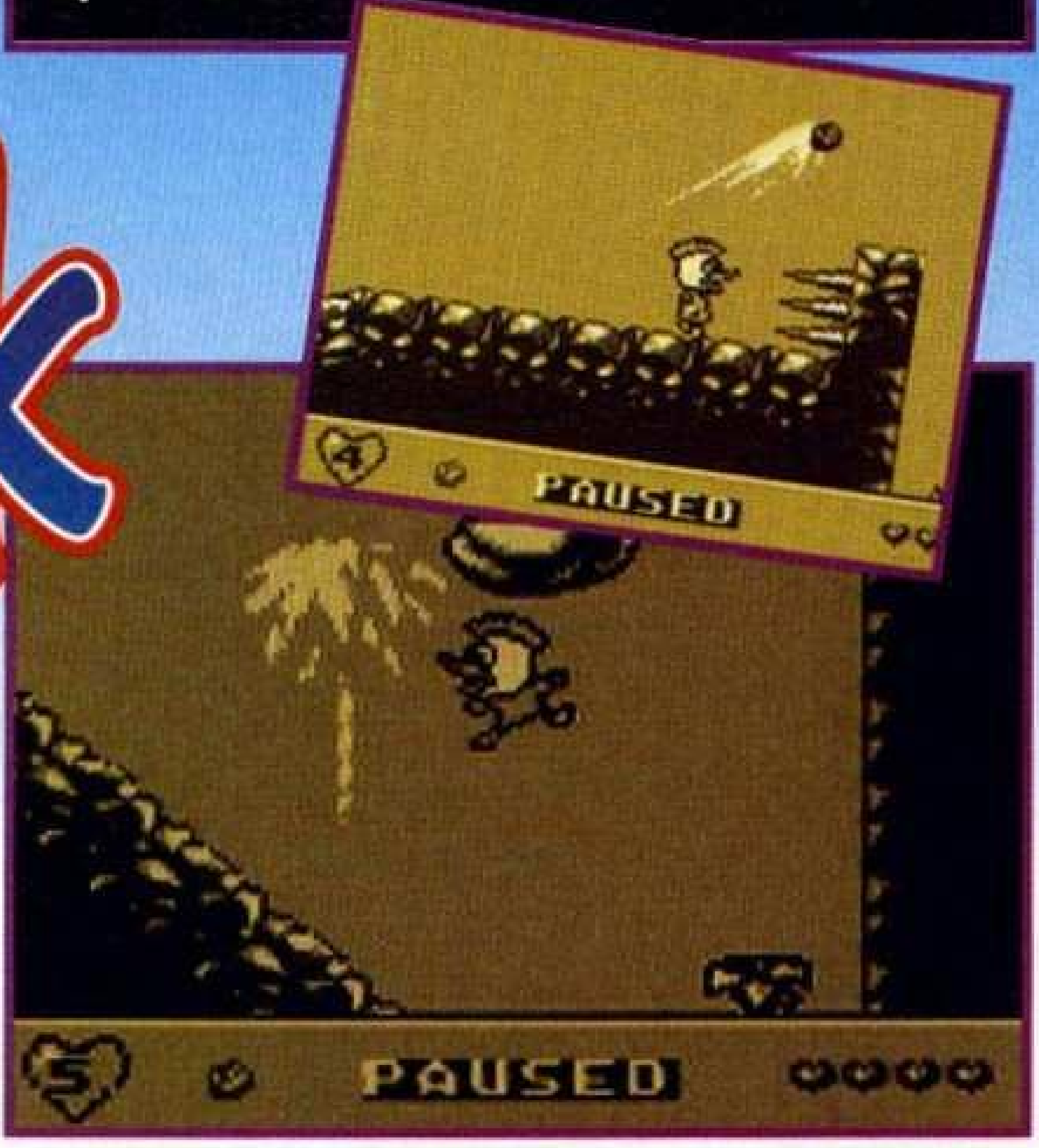


duck



ELVIS ON A STICK

At certain points during the game Edd comes across that piece of kit no self-respecting TV puppet can afford to be without - a magic skateboard. This makes Edd move along faster, but has no real practical use. Also, should Edd attempt to jump whilst riding the board it simply trundles on its merry way, instead of Edd grabbing hold of it like what proper skaters do. What isn't answered, though, is how Edd balances on the board when you bear in mind he's got someone's hand up his bum...



RATINGS

PRESENTATION

▲ Nice title screen.
▼ Stuff all else.

67

GRAPHICS

▲ The main sprite is OK.
▼ Small indistinct sprites.

53

SOUND

▲ Aieee! Horrible bleepy tunes and next to nothing in the effects department.

58

PLAYABILITY

▲ Fairly responsive.
▼ It's absolutely no fun to play at all.

46

LASTABILITY

▲ It gets pretty tough as you progress.
▼ But it's basically just frustrating.

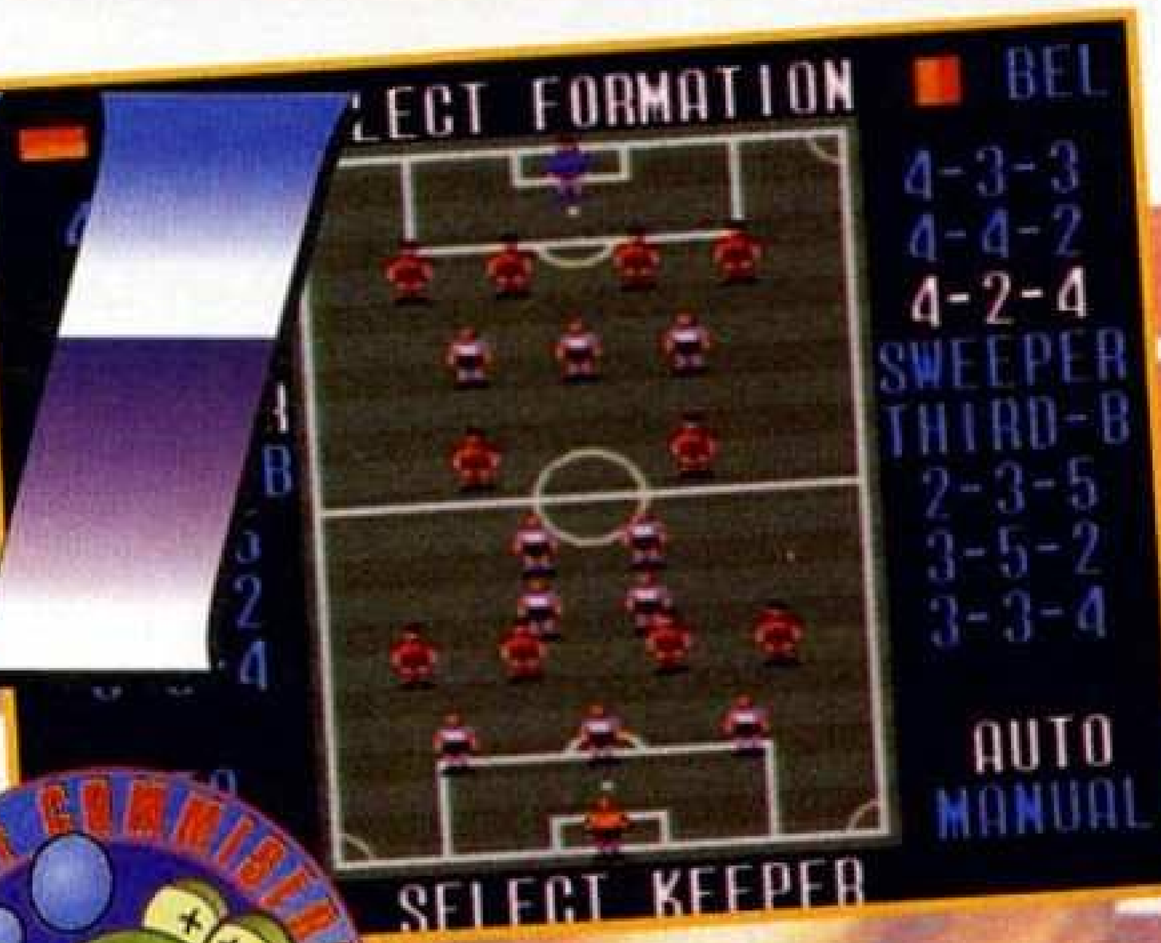
43

OVERALL

The licence says it all. Edd the Duck, for Pete's sake.

41

TION ER II



KIPPER OF COMMISERATION
KIPPER

00 GER 00
04:01

▲ And when the music stops...

RATINGS

PRESENTATION

▲ Nice start-up sequence and options...
▼ ...But not enough of them.

55

GRAPHICS

▲ Smooth update on the pitch and players.
▼ Minimal animation on the players.'seen it.

64

SOUND

▼ Nothing really to speak of, apart from a dull tune.

43

PLAYABILITY

▲ Easy to get into...
▼ ...But far too finicky to enjoy.

54

LASTABILITY

▼ None at all, really. There's nothing to go back to.

24

OVERALL

Inept in every department. Way, way down in the Vauxhall Conference League of footy games.

35

YO
COO

In a desperate attempt to satisfy Yoshi's ravenous appetite Mario has secured a job for him at the Mushroom Kingdom's biscuit factory. Of course, Yoshi uses this opportunity to turn his new-found profession into a game and invites everyone to a game of Yoshi's Cookie.

The rules for the game are very simple: form rows and columns of identical cookies to score points. In two-player versus mode, players compete for the most rows and columns and receive a Yoshi's Cookie for each completed row. The player with the most cookies wins. Alternatively, there is a puzzle game where strategy is essential. Whatever your bag, Yoshi's Cookie has enough to satisfy any gamesplayer's appetite - without ruining your tea!

YOSHI'S COOKIE

CART SPEC

- **BY:** BULLET-PROOF
- **PRICE:** TBA
- **RELEASE:** SEPTEMBER
- **GAME TYPE:** PUZZLE
- **CART SIZE:** 4 MEG

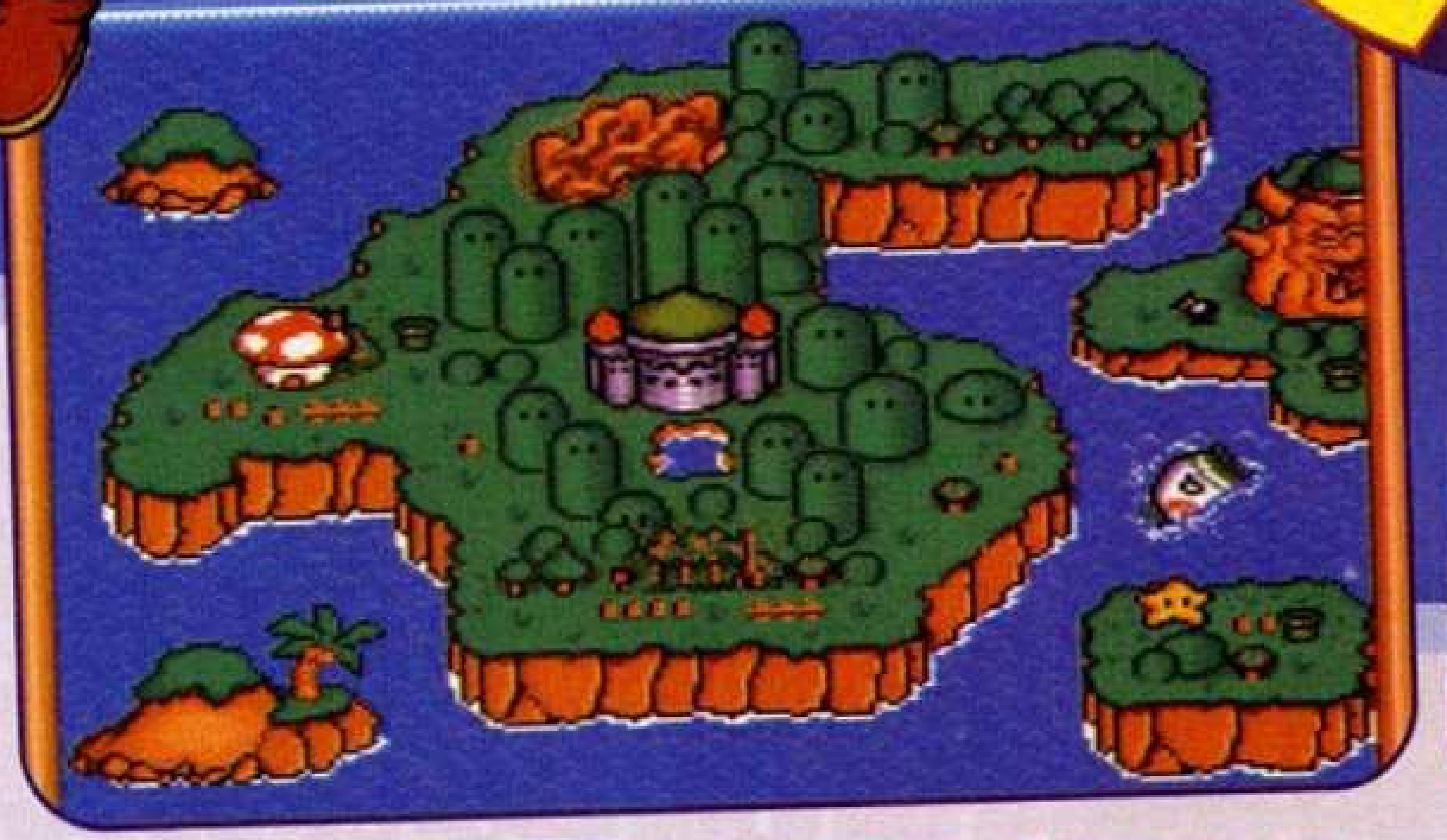
GAME INFO

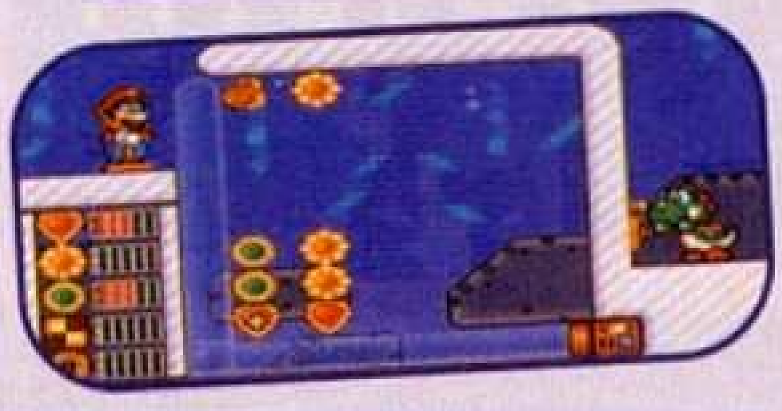
- **PLAYERS:** 2
- **CONTROL:** JOYPAD
- **GAME DIFFICULTY:** MODERATE
- **CONTINUES:** INFINITE
- **RESPONSIVENESS:** SWIFT
- **1ST DAY SCORE:** 27000
- **GAME ORIGIN:** Bullet-Proof is the company responsible for Super Tetris . Yoshi's Cookie is their latest puzzler.

CONTROLS

- **HOW TO PLAY:** The lines of cookies are moved by holding the A button in conjunction with directions pressed on the joyad.

A	Gives control over a line of cookies.
B	Speeds up the action.
X	Nothing.
Y	Nothing.
L/R	L: Back one move. R: Restart stage.
S	START: Selects a game SELECT: Starts/pause game.





COMMENT

PAUL

Puzzle games never usually hold my attention for more but the presentation in Yoshi's Cookie makes it so appealing. Also, the fine standard of graphics make the cookies appear good enough to eat. However, it's the finely-tuned gameplay that has me returning to this biscuit-barrel of fun for more. Although the action level is easily beaten, the puzzle section is very taxing and the Vs games are always great fun. The assorted attacks in Vs mode heighten the excitement even further. As with Bullet-Proof's previous presentations, Yoshi's Cookie's appeal is almost endless. If only the music weren't so cheesy!

LIGHTS, CAMERAS

Action: There are ten rounds consisting of ten stages. The player's task is to sort cookies into neat rows or columns until the jar is empty. Mario struggles to keep the cookies in line whilst the mischievous Yoshi turns the handle releasing more cookies into the play area.

FIGHTING AMONGST THEMSELVES

The Vs Game: Players choose one of four Mario personalities to represent them in a head-to-head challenge. Each character has four attributes which help or hinder their performance - attack, defence, message-rate and time limitation.
Attack: Attack relates to the variety of speciality jinxes a player may inflict on another by lining up a row of Yoshi-head cookies and the length for which this attack is sustained.
Defence: A character's defence dictates how well he/she/it fends off the attack.
Message Rate: The message rate affects how quickly the jinxes move along.
Time Limit: The Vs matches are restricted by a time-limit, displayed on-screen as a fuse. A player's fuse is only prevented from burning down by constantly forming rows and lines of cookies.

PUZZLE

Players wend their merry way through ten rounds and ten stages of puzzling brainteasers, the completion of which unveils Super Mario World - where even more brain teasers await!

YOSHI'S COOKIE

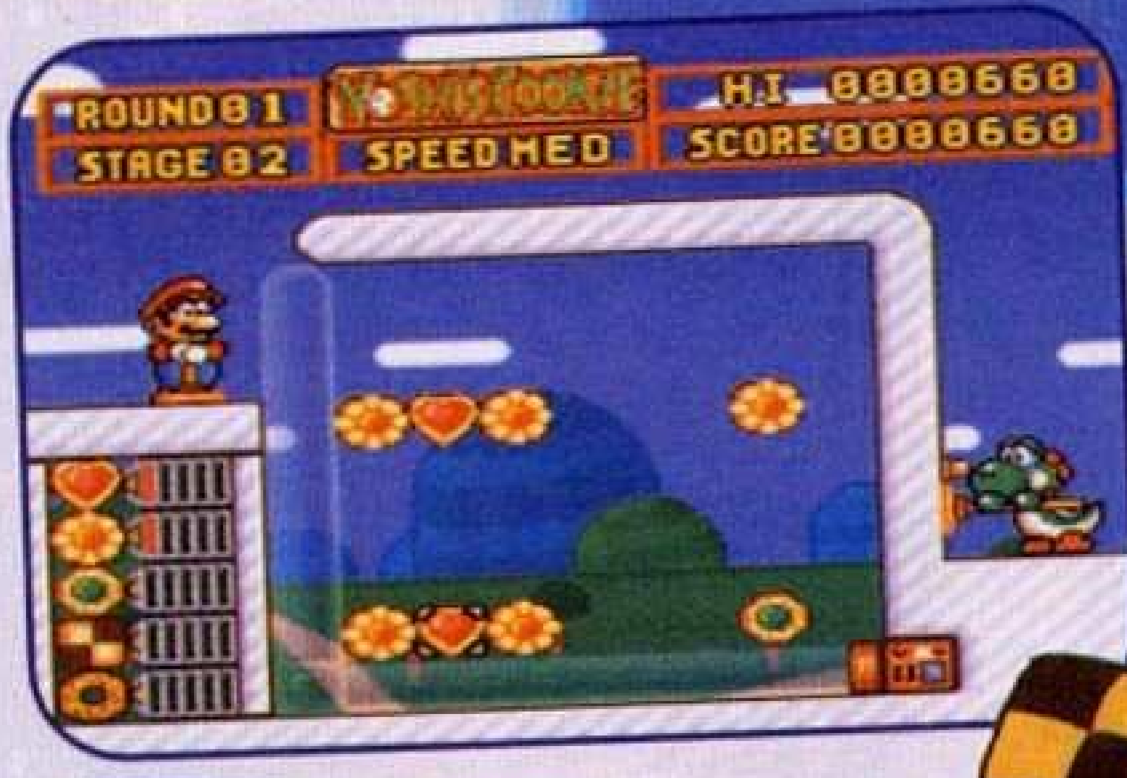
The action and Vs modes share a common feature - the *Yoshi's Cookie*. In the action game it counts as any cookie type, whereas all the jinxes performed in Vs mode arise from forming a row of the little fellers. Yoshi's cookies have no function at all in the puzzle mode.

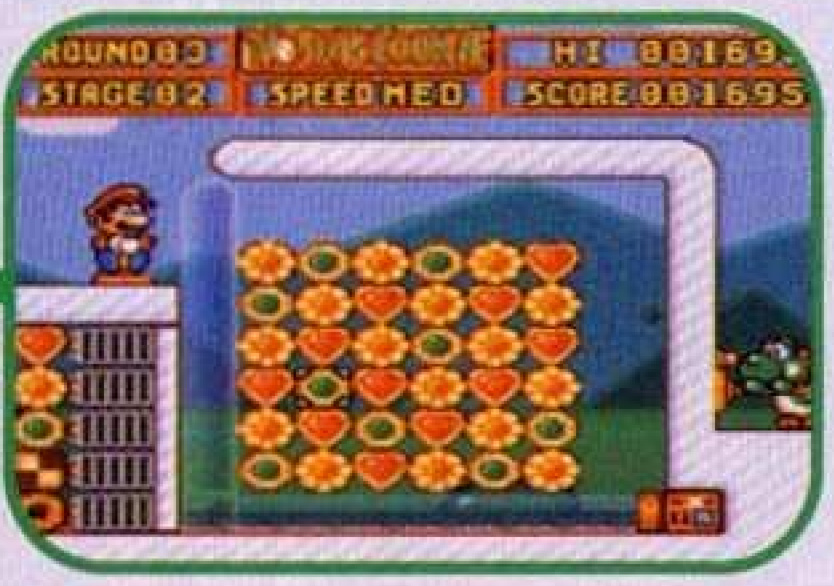
SHI'S
OKIE

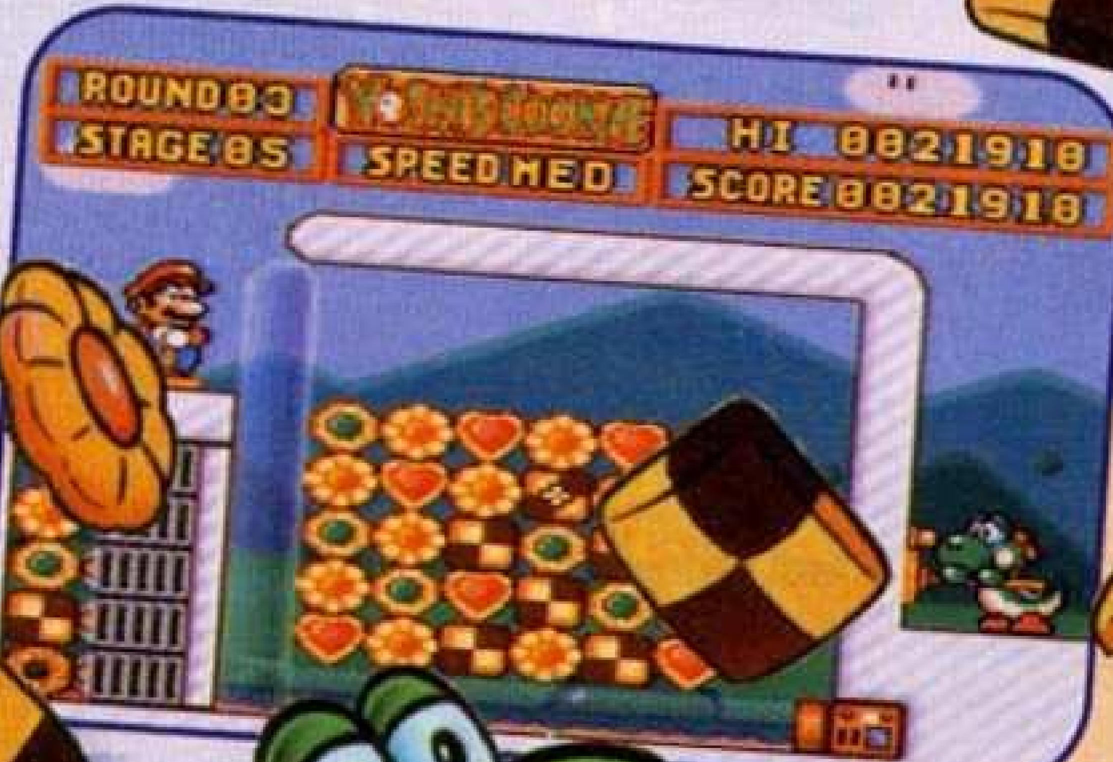
COMMENT

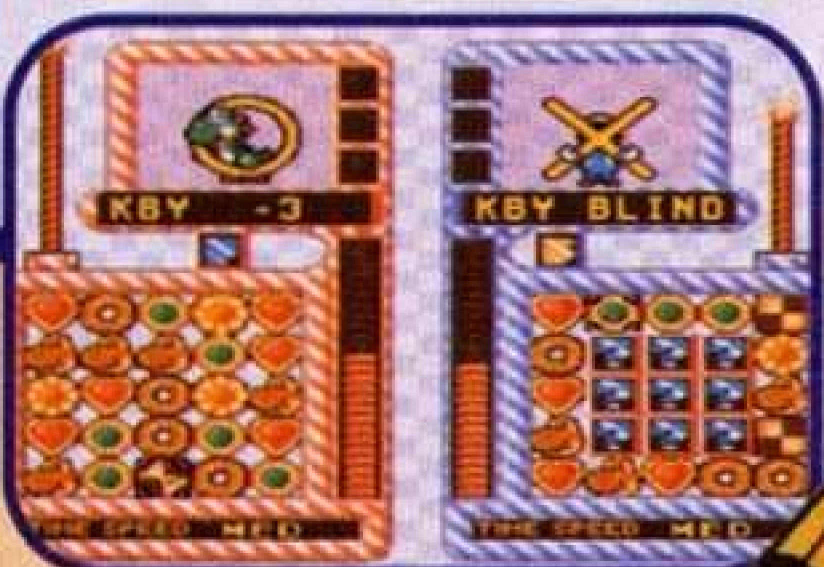
ANDY

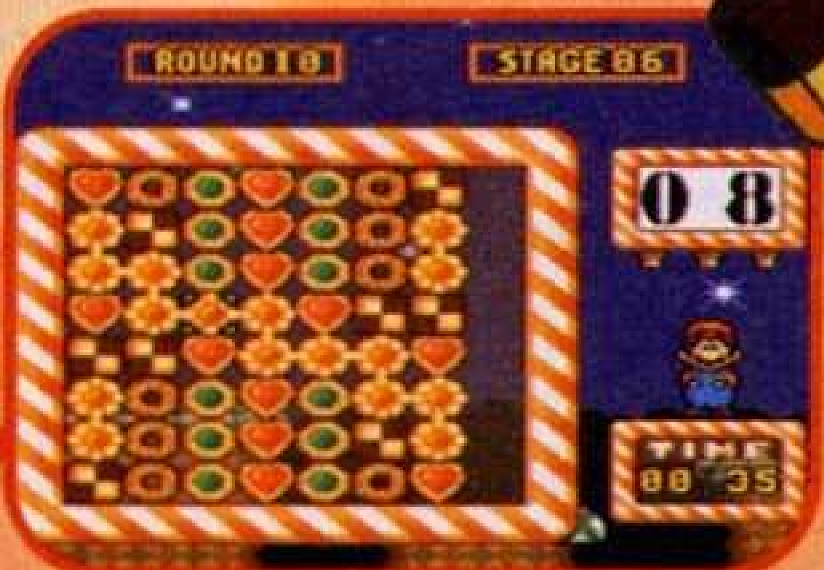
I can't help feeling that all the smart Mario-related touches are just icing to justify the price tag, for without these all you are left with is a rather a simple puzzle game. Still, you could level the same accusation against Super Tetris and that is surely the best puzzler there is for the Super NES. Yoshi's Cookie, however, seems to lack the magic addictive ingredient that Tetris has in spades. That's not to say it's a bad game. It's a great laugh in versus mode, especially when deducting a whopping seven lines from your unfortunate opponent. It is probably this mode that will keep you coming back because once you've completed the Action and Puzzle games, that's all there is. If you haven't already got Super Tetris, check that out first. Otherwise, this is a fair product for puzzle fans and Mario groupies alike.


ROUND 01
YOSHI'S COOKIE
HI 0008660
STAGE 02
SPEED MED
SCORE 0008660


ROUND 03
YOSHI'S COOKIE
HI 00169
STAGE 02
SPEED MED
SCORE 0016 95


ROUND 03
YOSHI'S COOKIE
STAGE 05
SPEED MED
HI 0021910
SCORE 0021910


KBY -3
KBY BLIND
TIME SPEED MED
TIME SPEED MED


ROUND 10
STAGE 06
0 8
TIME
00 35

ROUND 01
YOSHI'S COOKIE
HI 00
STAGE 04
SPEED MED
SCORE 00

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	■
ACTION	■	■	■	☐
CHALLENGE	■	■	■	☐
REFLEXES	■	■	■	☐
ORIGINALITY	■	■	■	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	■
MONTH	■	■	■	■
YEAR	■	■	■	☐

PRESENTATION 91

▲ The Mario branding is extremely well implemented. All of the on-screen instructions are clearly explained, rendering the instruction manual quite useless.

GRAPHICS 82

▲ As with all Mario games, the use of colour and overall design are great. Using Mario World for the backdrops is a great idea.

▼ Other than that, cookies aren't particularly interesting.

SOUND 78

▲ Hearing Bowser chuckle and Yoshi squeak his name is amusing.

▼ The music is too sugary for its own good. It's very annoying after a while!

PLAYABILITY 90

▲ That Alexey Pajitnov. What a boy!

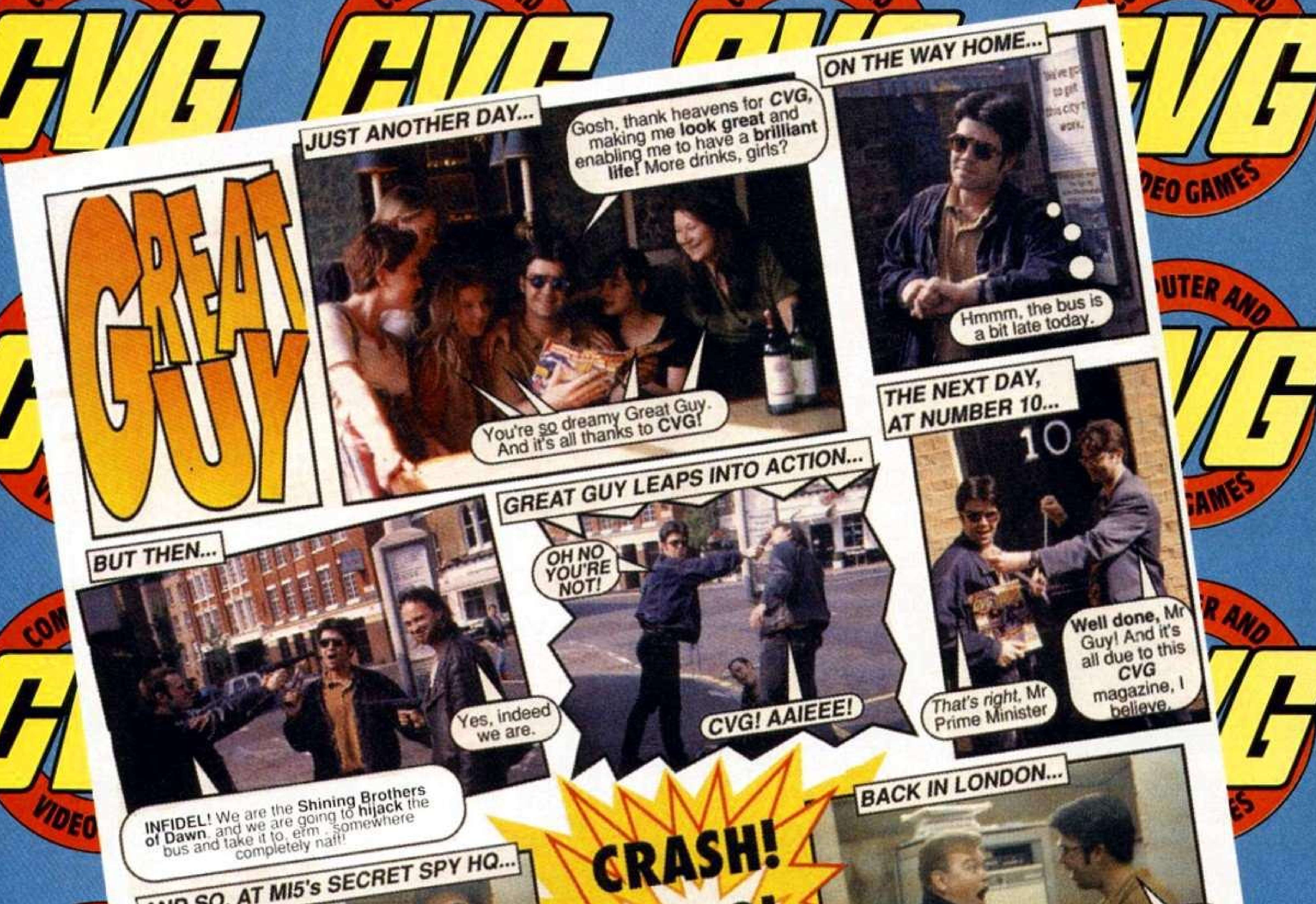
LASTABILITY 84

▲ The variety afforded by three variations on a theme keeps Yoshi's Cookie fresh long after any sell-by date.

▼ This is unlikely, but the gameplay may prove boring to some.

OVERALL 87

A skillfully-designed puzzle game with plenty of lasting appeal thanks to the selection of games available. The wonderful Mario World characterisation is the icing on the cookie.


GREAT GUY
JUST ANOTHER DAY...
Gosh, thank heavens for CVG, making me look great and enabling me to have a brilliant life! More drinks, girls?
You're so dreamy Great Guy. And it's all thanks to CVG!
ON THE WAY HOME...
Hmmm, the bus is a bit late today.
BUT THEN...
INFIDEL! We are the Shining Brothers of Dawn, and we are going to hijack the bus and take it to, erm , somewhere completely naff!
Yes, indeed we are.
GREAT GUY LEAPS INTO ACTION...
OH NO YOU'RE NOT!
CVG! AAIEEE!
THE NEXT DAY, AT NUMBER 10...
That's right, Mr Prime Minister
Well done, Mr Guy! And it's all due to this CVG magazine, I believe.
AND SO, AT MI5's SECRET SPY HQ...
Mr Guy, yet more crackpot terrorists are attempting to detsroy everything we stand for! As a reader of CVG only you can stop them!
Leave it to me, Mr Spy – I won't let you down!
CRASH! BANG! WALLOP! ETC!
BACK IN LONDON...
AMAZING! How do you do it, Great Guy?
Your problems are over, Mr Spy! The insurgents have been wiped out! Oh yes – and I've eliminated world hunger and poverty as well.
LATER, IN THE YOUTH CLUB...
It's all thanks to CVG!
Excuse me, do you come here often?
Bog off, urchin!
GUMPH!
Have you noticed I read CVG?
Oh, that's different, then. Can I have a wet snog?
AND SO ON...
AND THE MORAL IS... HERE AT CVG WE KNOW THAT GAMES PLAYERS LEAD RICH AND REWARDING LIVES. WE THINK YOU'RE GREAT, SO PLEASE BUY CVG. BY THE WAY, DID WE MENTION THAT WE THINK YOU'RE ALL GREAT?

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MOST REVIEWS
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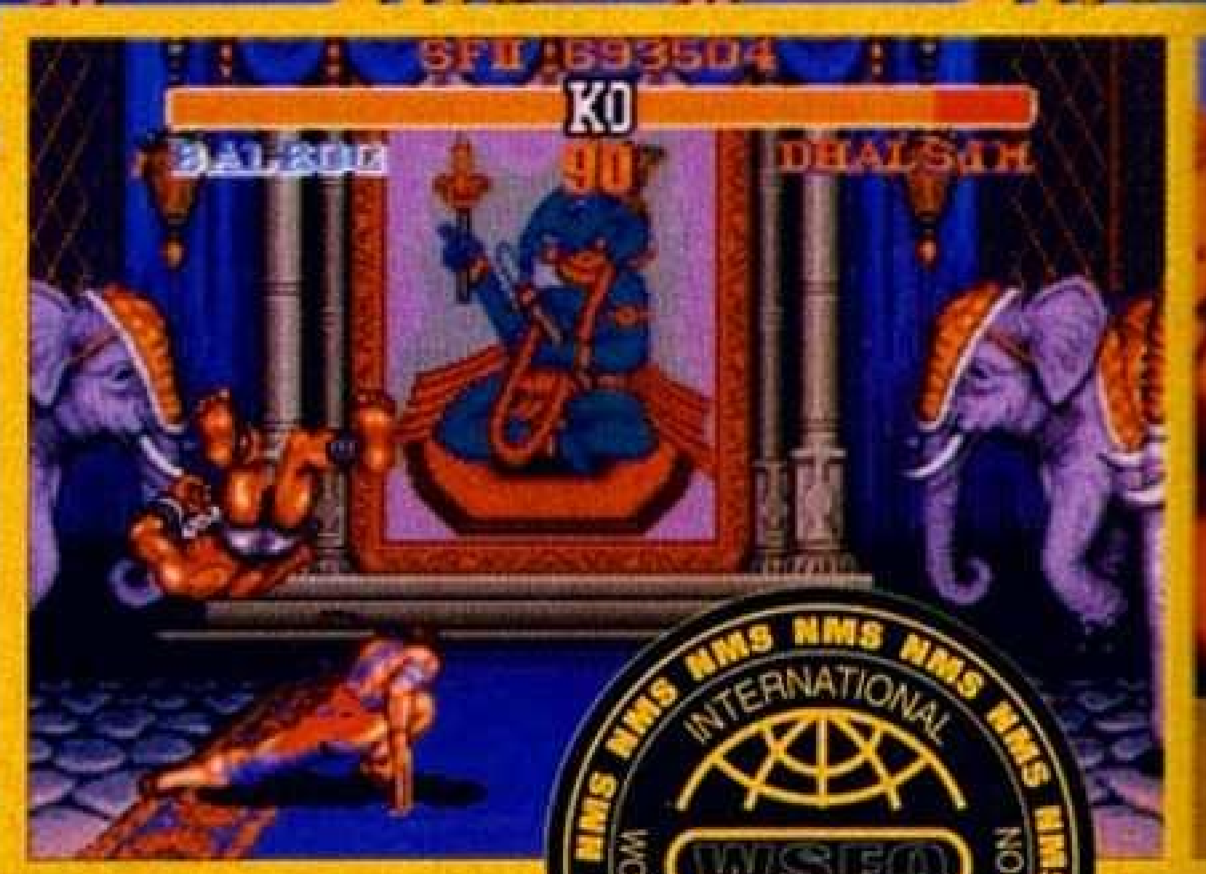
STREET FIGHTER II'™
TURBO
SUPER NINTENDO®
ENTERTAINMENT SYSTEM
SMS SEAL OF QUALITY
SEAL

Dear World Warrior,



We are in receipt of your application to compete in this year's World Street Fighter Championship. The World Street Fighter Organisation has noted your combat achievements and registered your entrance fee. We therefore confirm your acceptance in this year's historic Turbo Edition of the event.

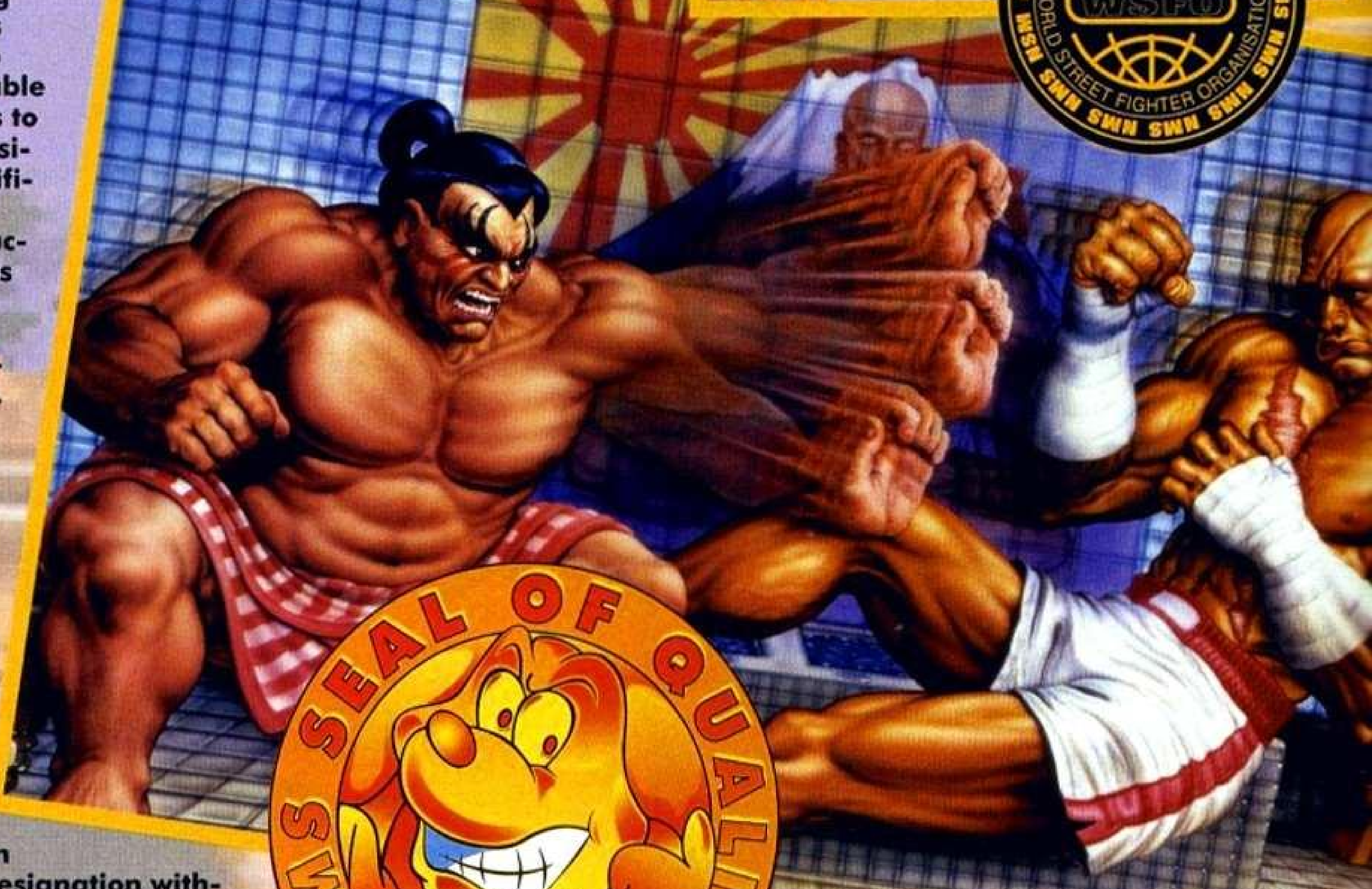
Within this official WSFO Turbo Combat Brochure you will find all declared details of each competitor, including yourself. Assessments of each combatant are provided, together with Special Move appraisals and recent career updates. We recommend you study these details closely, paying special attention to the new skills and speed of the competitors. No further information will be available from our executives and attempts to coerce them either fiscally or physically will result in instant disqualification.

As you may be aware, the structure of this year's Turbo event has been changed following Vega's surprise defeat last year, after which his Shadolue syndicate forfeited its right to host the contest. The WSFO was immediately formed to administer the event, and we are now able to confirm widespread speculation that Vega, M Bison, Balrog and Sagat have again entered the tournament. We can also confirm that in the event of any Shadolue representative winning the tournament, Vega intends to claim the entire Championship back again - as is his right under Clause 14.

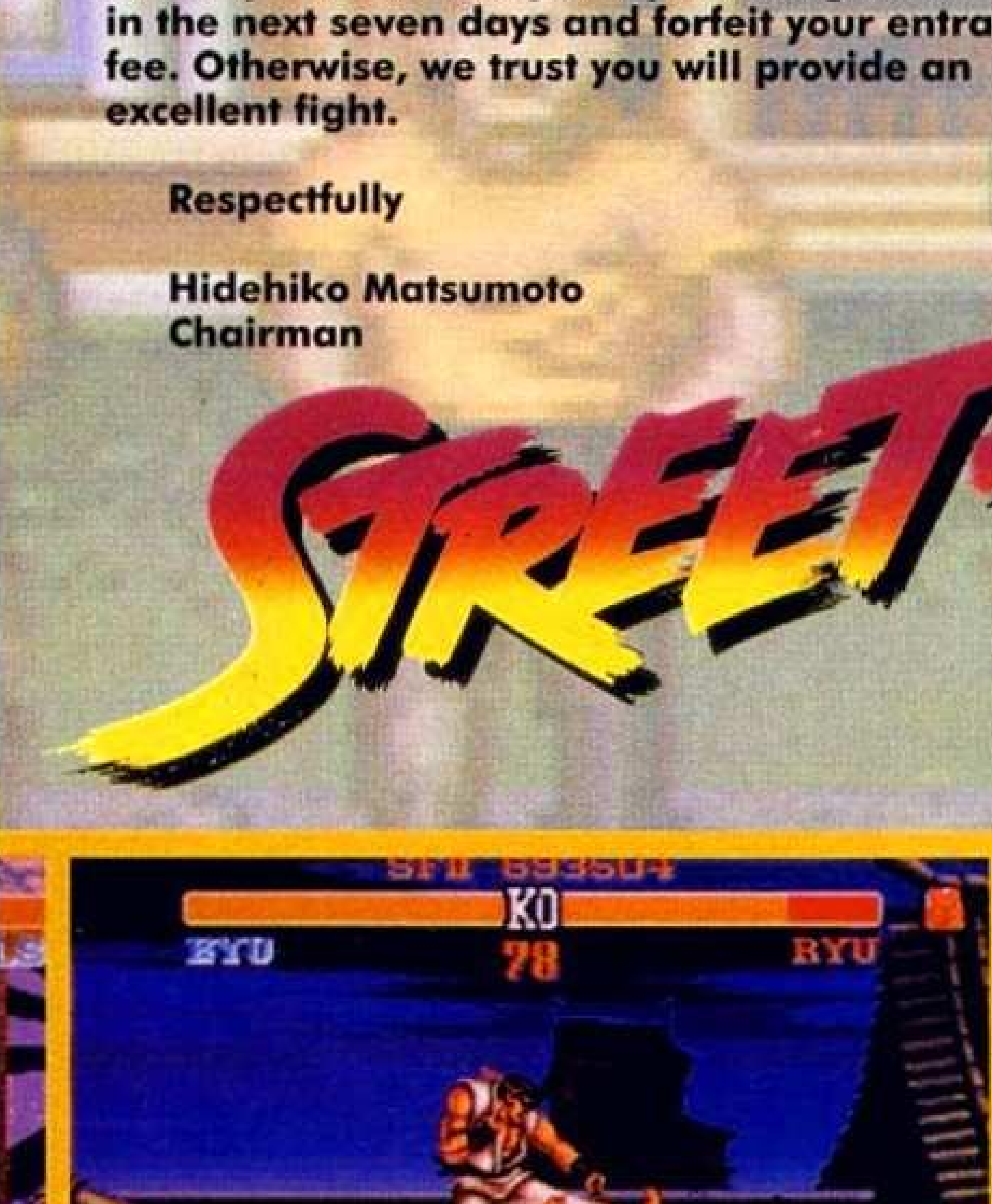
Do not contact this office again unless you wish to register your resignation within the next seven days and forfeit your entrance fee. Otherwise, we trust you will provide an excellent fight.

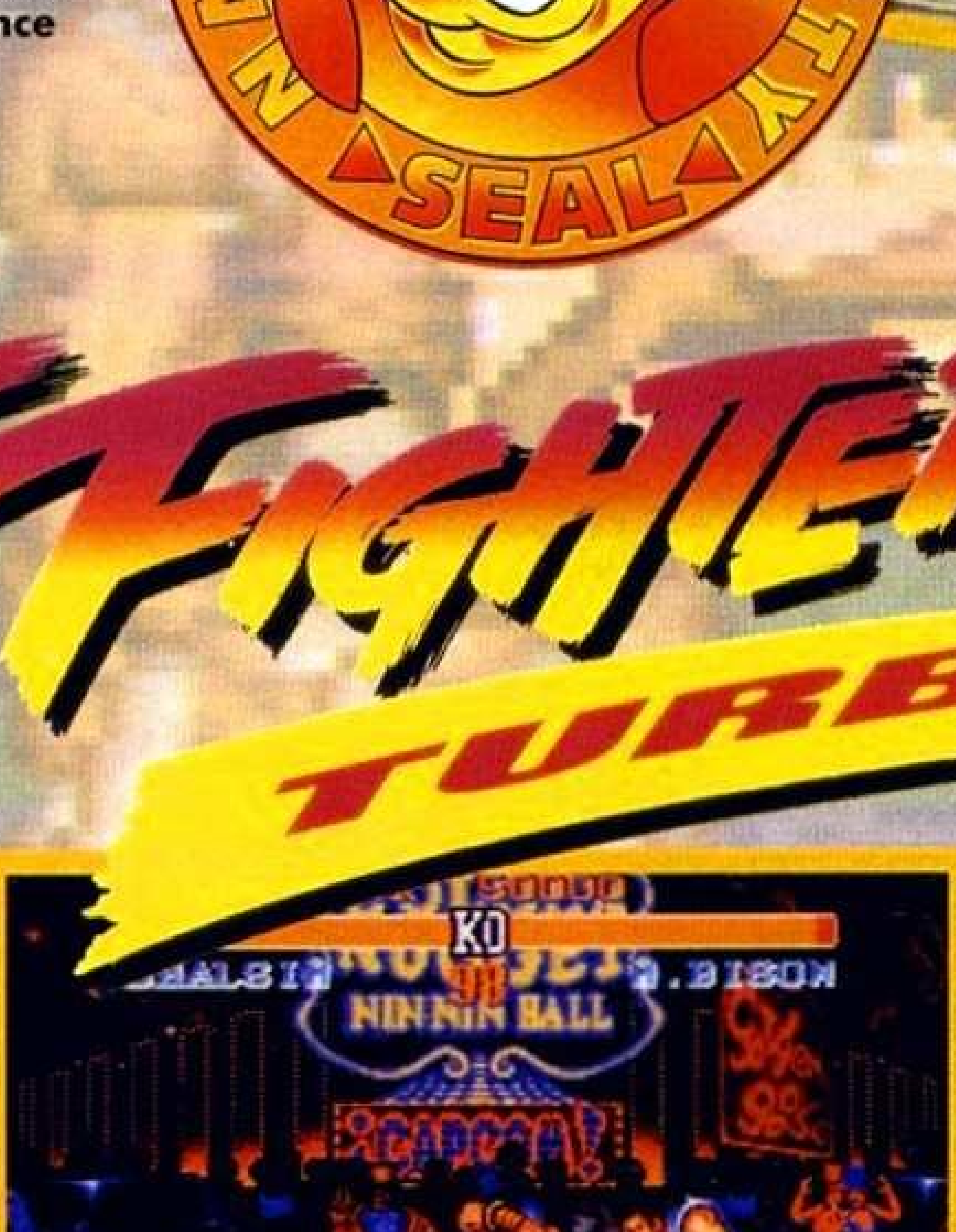
Respectfully

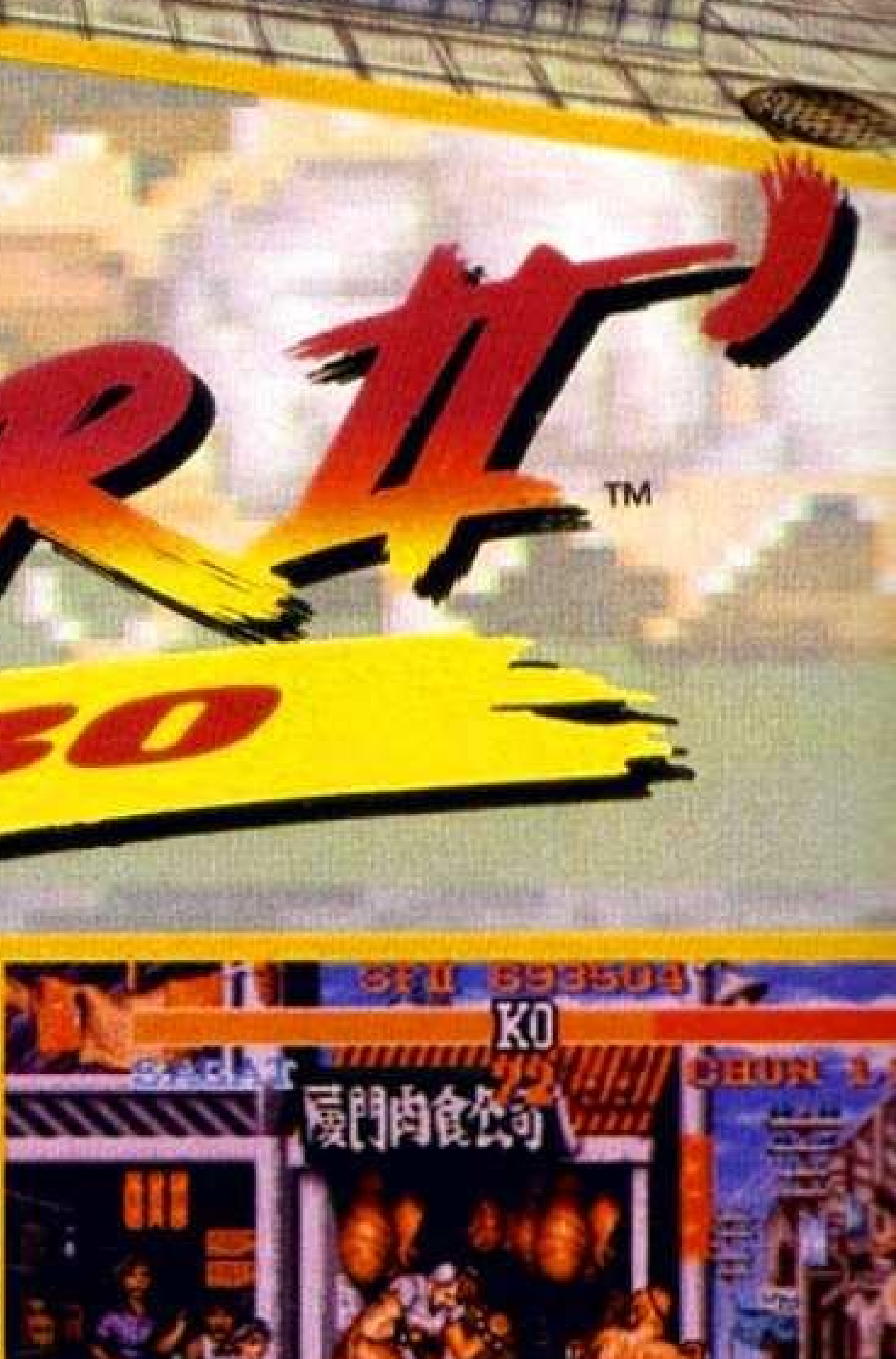
Hidehiko Matsumoto
Chairman



STREET FIGHTER II' TURBO







KO
88
VEGA
SAGAT

96200
KO
98
BLANKA
KEN

02000
GUILE
18

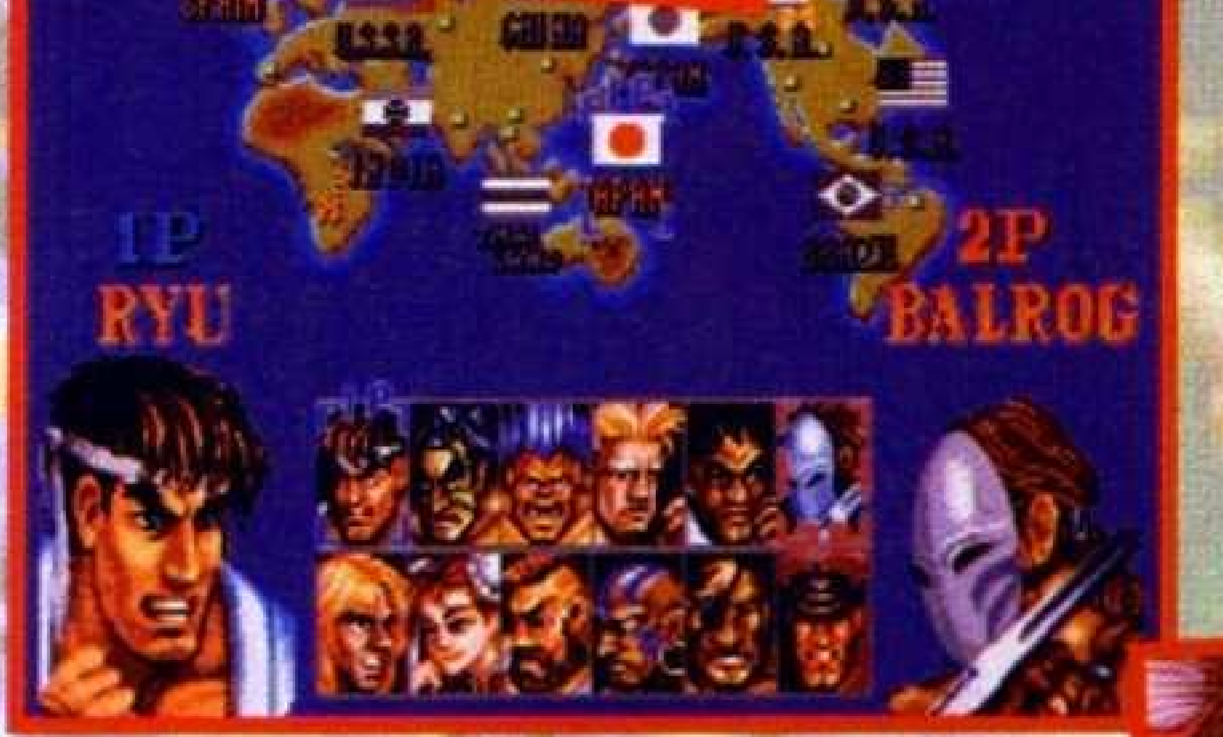
EXCLUSIVE FOR NMS HYPER FIGHTERS!!

SO, JUST WHAT IS SO 'NEW AND IMPROVED' ABOUT THIS TURBO EDITION? WELL, IT'S FASTER FOR A START - MUCH FASTER. IN ADDITION, THE CHARACTERS NOW SPORT A SELECTION NEW MOVES AND YOU CAN PLAY AS THE BOSSES, TOO!

50000
KO
89
DHALSIM
DHALSIM

NEW ATTACKS AND SECRET MOVES

Each character has new skills and special moves, these are detailed throughout this manual. World Warriors are advised to pay close attention to the refinements and additions detailed herein, since these refinements are many and varied. The WSFO cannot be held responsible for any omissions, since all information is the result of detailed study by our executives.

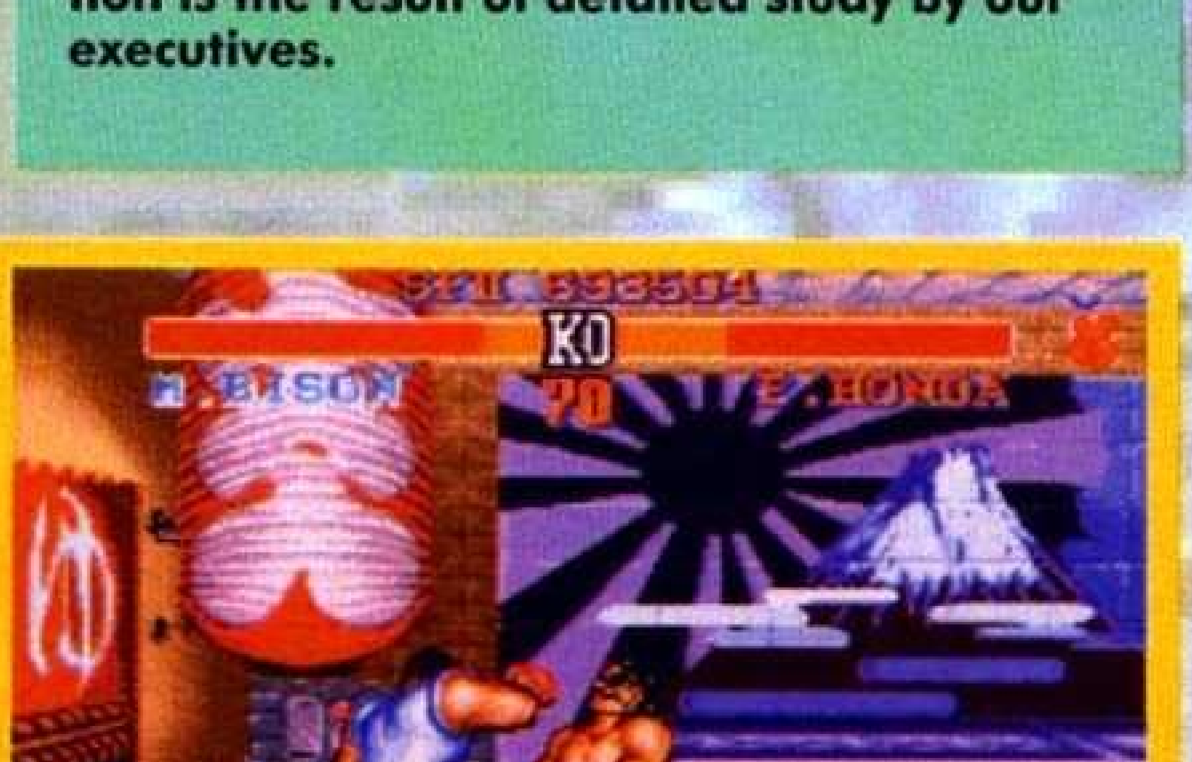

1P
RYU
2P
BALROG

TWELVE FIGHTERS TO MASTER!

All twelve characters have confirmed their open entry to the Tournament, and each must fight and defeat every other to stand in first place on the podium and receive the worldwide accolades so rightly due.

Each character's training has resulted in much greater speed. Computer simulations confirm that a speed/action ratio increase of some 30 percent has been achieved. In simple terms, the stakes have gone up - only the best need apply.

KO
81
BALROG
M.BISON

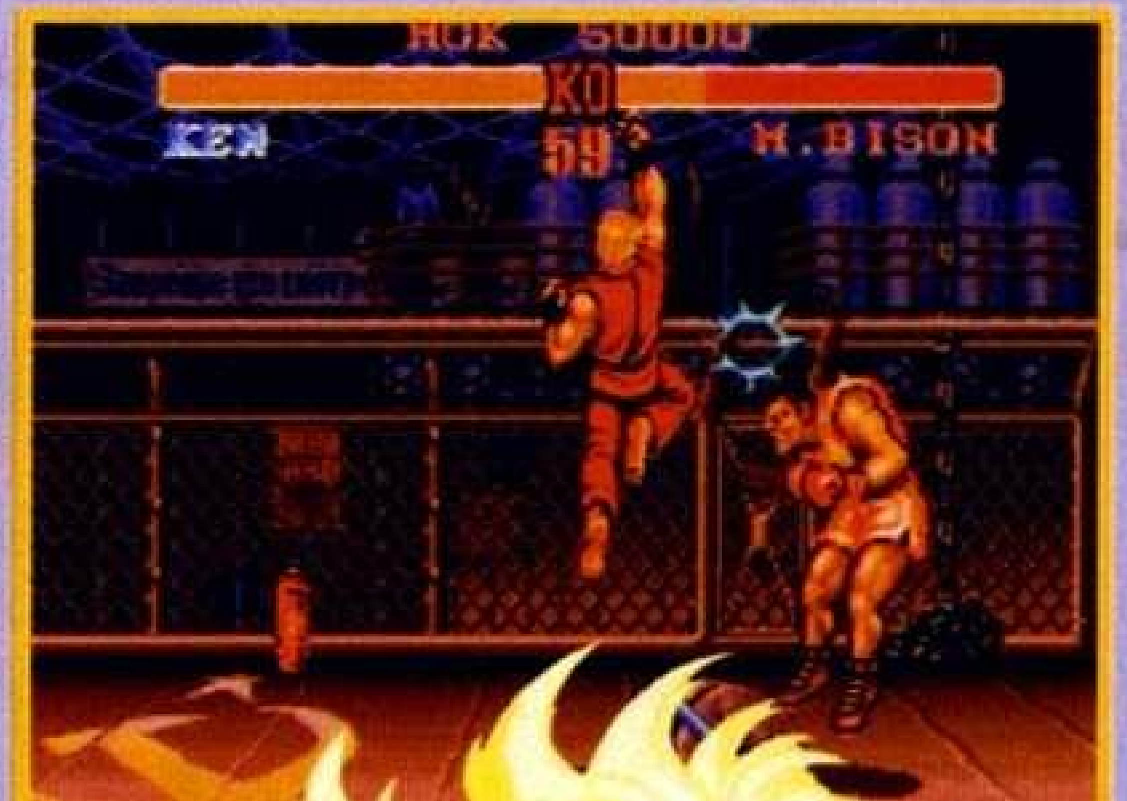

KO
70
M.BISON
E.HONDA

SPEEDED UP FOR MORE FAST AND FURIOUS FIGHT ACTION!

KEN

COUNTRY: USA
DATE OF BIRTH: 14-02-65
HEIGHT: 176cm
WEIGHT: 76kg
3-SIZE: B 114 W 82 H 86
BLOOD TYPE: B

WSFO FORM GUIDE: Duties as househusband are seen to have somewhat mellowed this most arrogant of Street Fighters, and informed opinion suggests that Ryu may now have the edge in their long-running rivalry. Until very recently, Ken was living in the shadow of Ryu until word began to circulate of a stunning new move he had perfected in front of the TV whilst watching the last episode of Cheers. The new move has never been seen, but rumours persist that Ken has managed to perfect a new Dragon Punch capable of striking opponents from even greater distance and particularly useful against retreating opponents. An investigation of the WSFO rulebook confirms that such a new move would be allowed were Ken to possess it, and his recent inquiry to our office on this specific point tends to substantiate these rumours.



WSFO RULES AND REGULATIONS

1. Bouts and their locations are selected by the WSFO Executive Council. This decision is final. For clarification, see Appeals.

2. Each Bout shall consist up to four Rounds. It shall continue until any World Warrior has won two Rounds, otherwise the Bout is declared a draw.

3. At the conclusion of each Round, the WSFO-appointed Referee shall declare the Winner. This decision is final. For clarification, see Appeals.

4. There is no limitation on tactics or inanimate weapons, but gunpowdered, motorised or electrically-powered weapons are banned from the contest. Note: Individually generated static electricity for Shock, Fireball, Dragon Punch or Teleport tactics are permitted, provided such abilities have been duly registered with the WSFO.

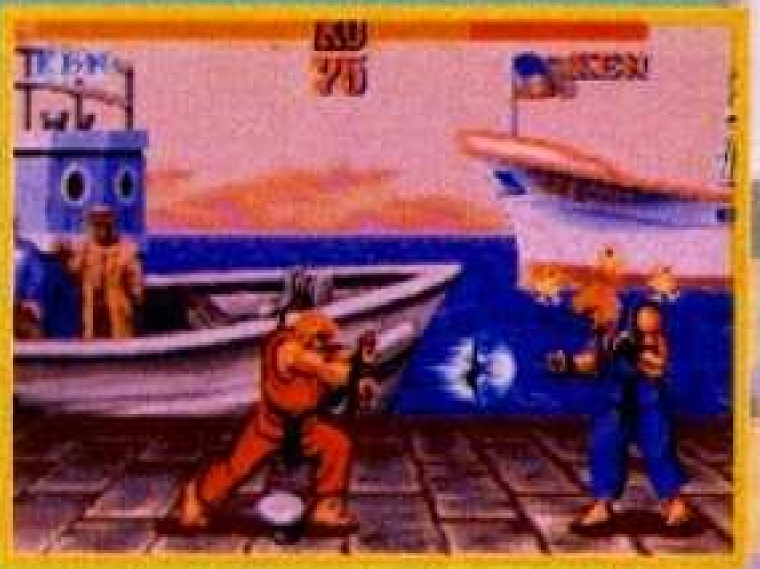
5. No communication between combatants of any kind is permitted during the Tournament. Battle cries during or immediately after each Bout are allowed, provided such outbursts have been duly registered.

6. Failure to observe any of the above shall result in permanent disqualification from the Championships. This decision is final. For clarification, see Appeals.

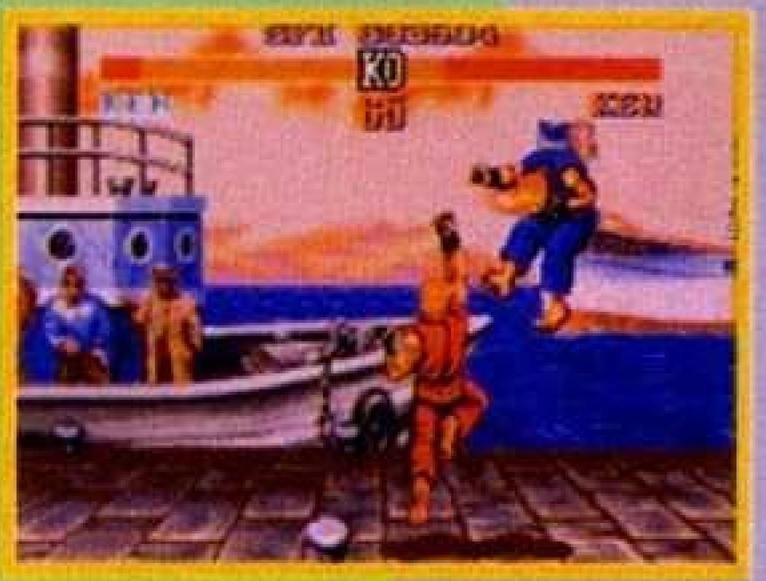
APPEALS: There are no Appeals.

HI 99600
KO
KEN
90
BALROG

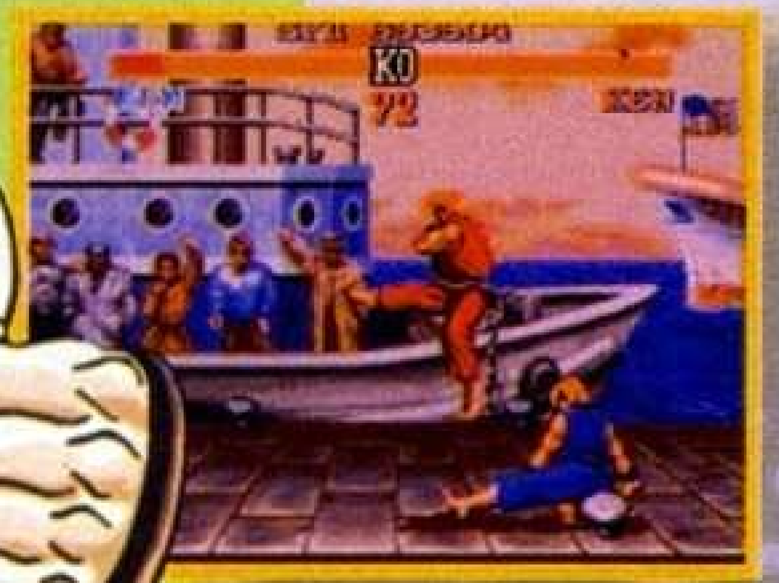
HYPER TECHNIQUES



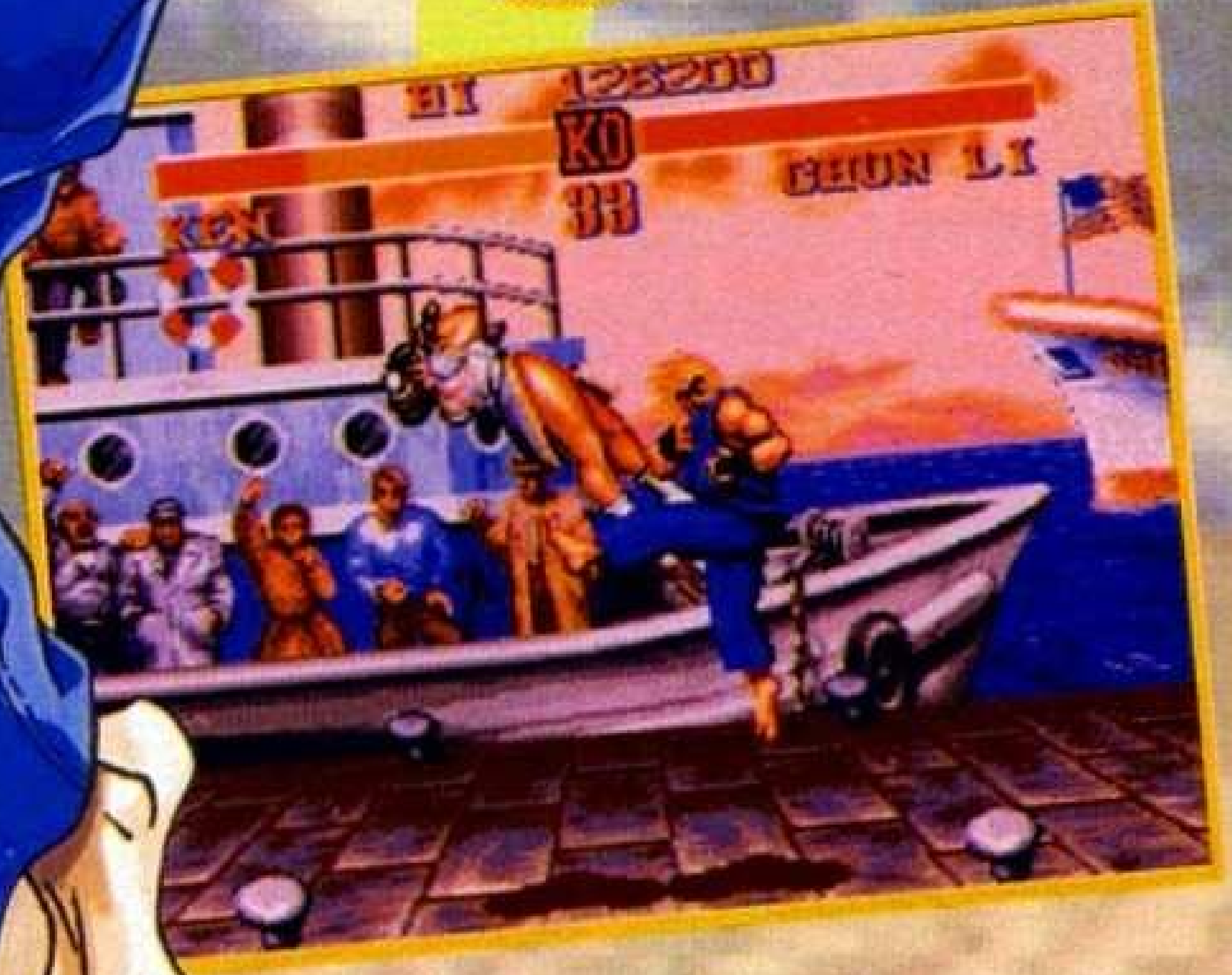
CYCLONE PUNCH: This move has now become slightly slower than Ryu's as a result of Ken's domestic inactivity. However, it does deliver more damage on connection and although easier to avoid is still a move to be feared.



DRAGON PUNCH: Intense training in this one area may have proved worthwhile, with Ken's increased range Dragon Punch, capable of striking opponents twice in close quarters and perfect for combination attacks.



HURRICANE KICK: Faster than before but lacks the strength of Ryu's. Ken can use his Hurricane kick for combination attacks.



RYU

COUNTRY: JAPAN
DATE OF BIRTH: 14-02-65
HEIGHT: 175cm
WEIGHT: 68kg
3-SIZE: B 112 W 81 H 85
BLOOD TYPE: O

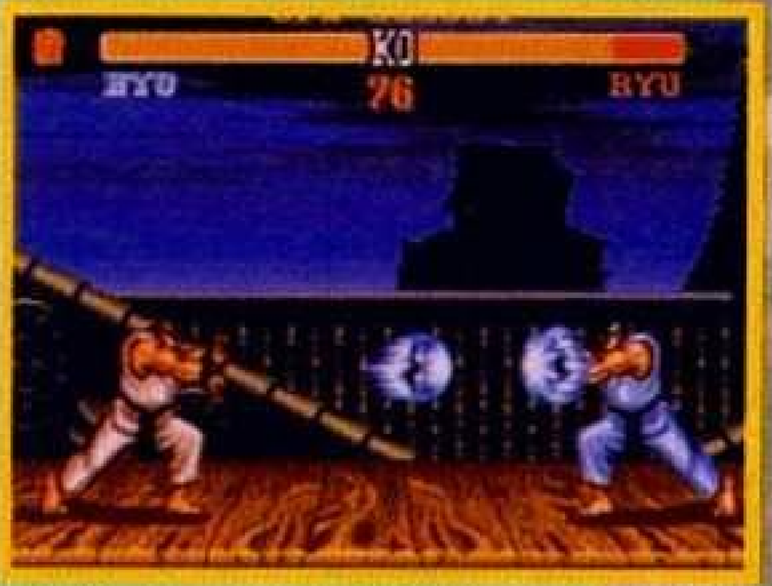
SFII 693504
KO
RYU
91
ZANGIEF

WSFO FORM GUIDE: Ryu gave a good account himself at last year's championships and had planned to retire and consider his future. However, his master and tutor, Sheng Long, persuaded the young fighter that nothing short of perfection was enough. Our executives note that Ryu has spent many long hours perfecting his technique. A cursory study of his vastly improved Special Moves will warn potential opponents of Ryu's devastating combination potential. Slower opponents are advised to consider close-quarter fighting wherever possible.

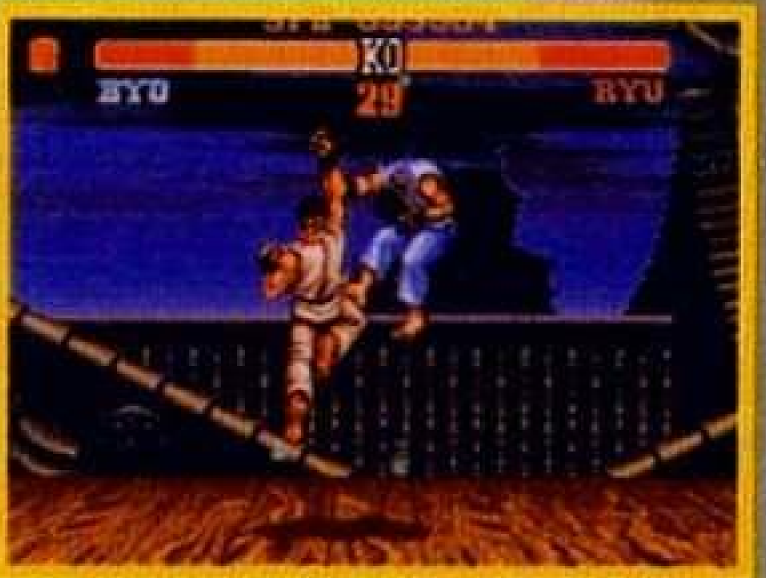
104300
KO
RYU

IDENTIFICATION DETAILS: Ryu's Japanese fighting background has been redecorated with emphasis on the colour blue. His training has placed some emphasis on strength and squareness of jaw, and Ryu now sports permanent chin stubble to confuse and harry opponents.

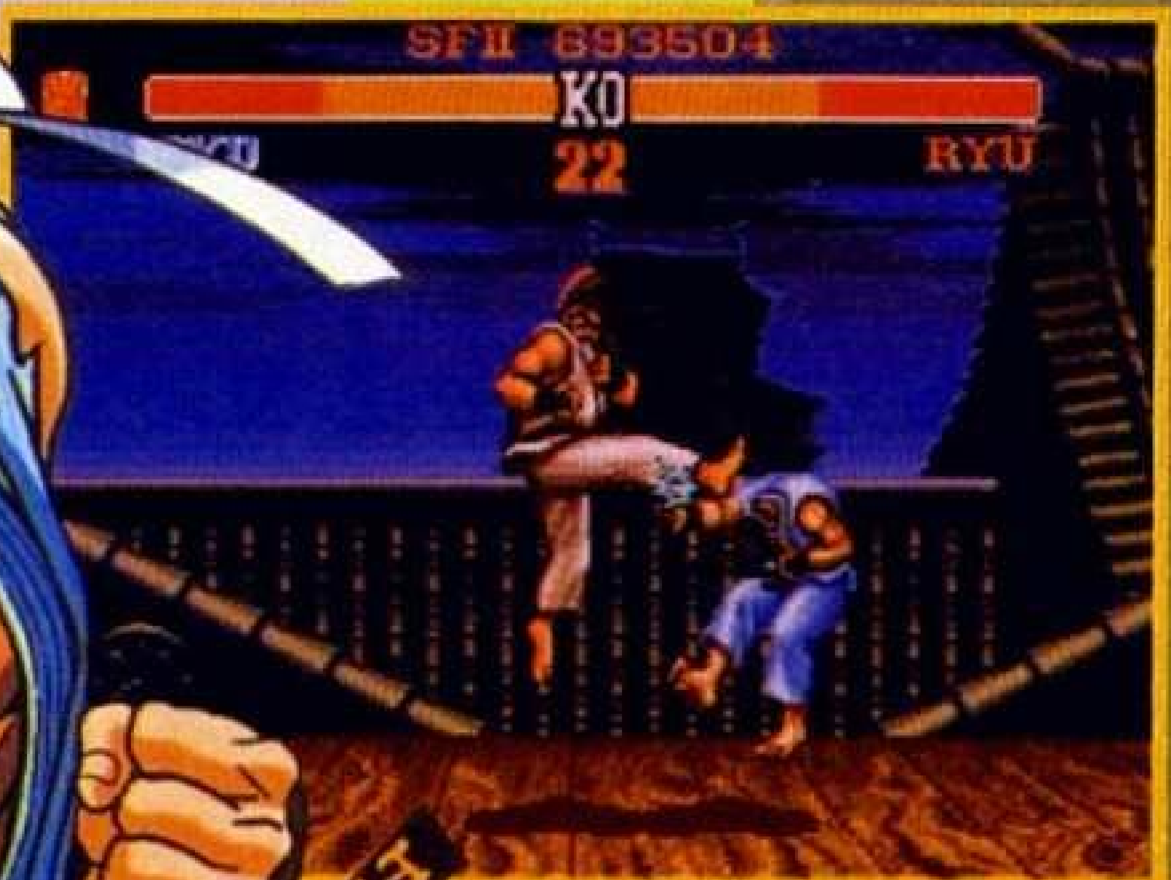
SFII 693504
KO
RYU
84
CHUN LI



CYCLONE PUNCH: Ryu has spent a great deal of time perfecting this move, and it is now faster than Ken's. Correctly timed, this move can repeatedly devastate opponents.



DRAGON PUNCH: Identical to Street Fighter 2. Not as lethal as Ken's but double hits are possible against tall opponents such as Sagat and Zangief.



HURRICANE KICK: Again Ryu is more powerful than Ken, with various kick heights achievable. Special note: Ryu's Hurricane Kick is now capable of carrying him over Dhalsim's fireballs.

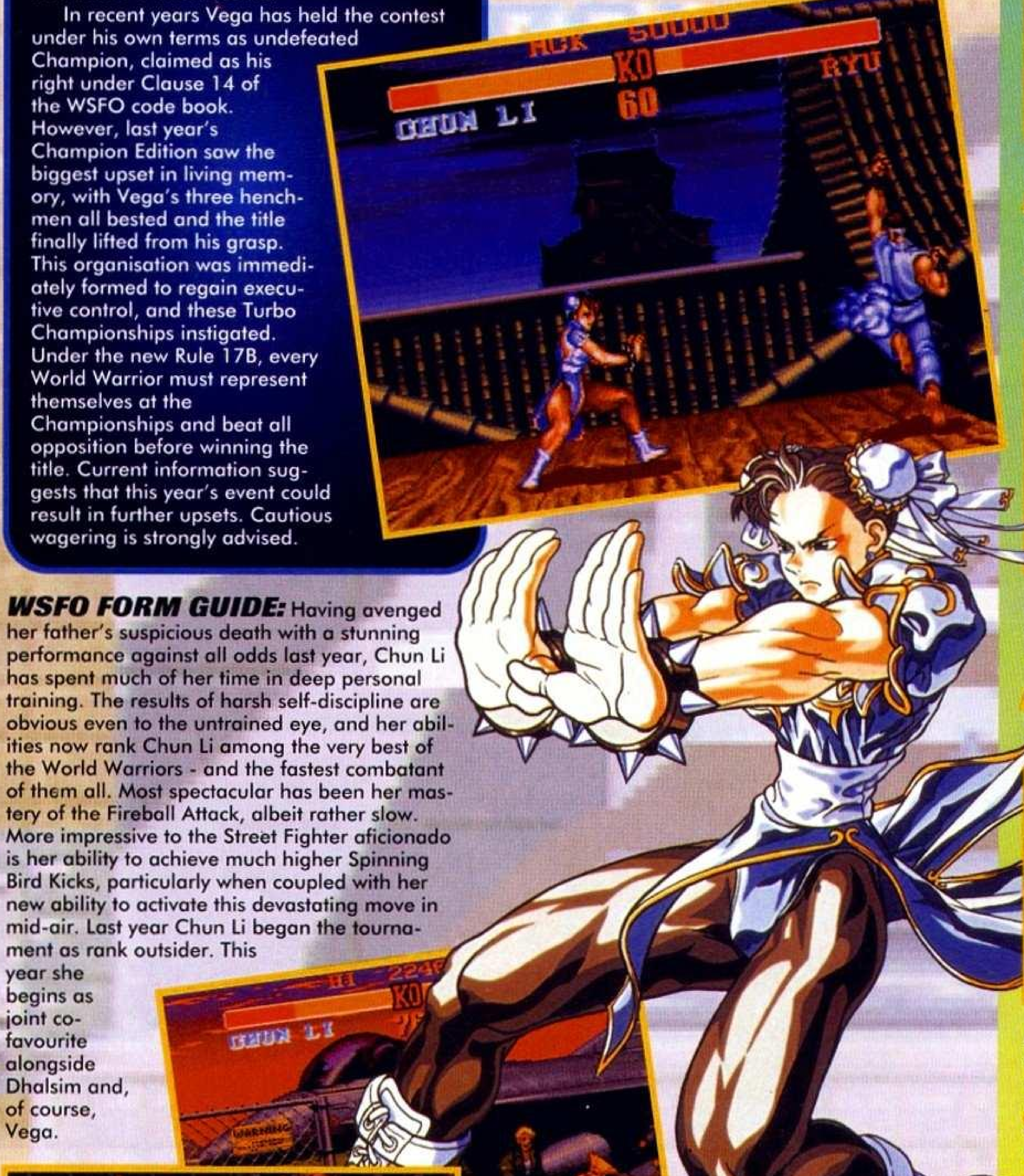
KO
RYU
67
SAGAT

THE HISTORY OF STREETFIGHTER

World Warriors will be well aware of the history of these Turbo Championships, but here is a brief resumé.

In recent years Vega has held the contest under his own terms as undefeated Champion, claimed as his right under Clause 14 of the WSFO code book. However, last year's Champion Edition saw the biggest upset in living memory, with Vega's three henchmen all bested and the title finally lifted from his grasp. This organisation was immediately formed to regain executive control, and these Turbo Championships instigated. Under the new Rule 17B, every World Warrior must represent themselves at the Championships and beat all opposition before winning the title. Current information suggests that this year's event could result in further upsets. Cautious wagering is strongly advised.

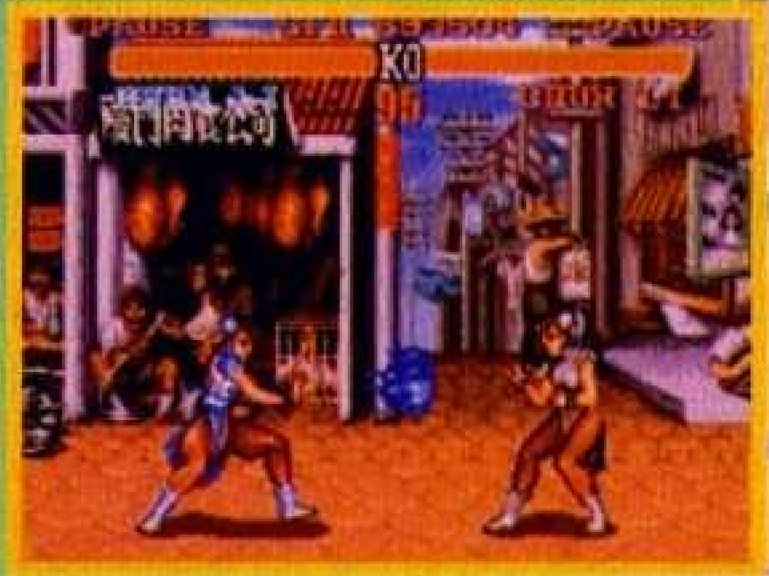
COUNTRY: CHINA
DATE OF BIRTH: 01-03-68
HEIGHT: 170cm
WEIGHT: NOT TELLING!
3-SIZE: B 88 W 58 H 90
BLOOD TYPE: A



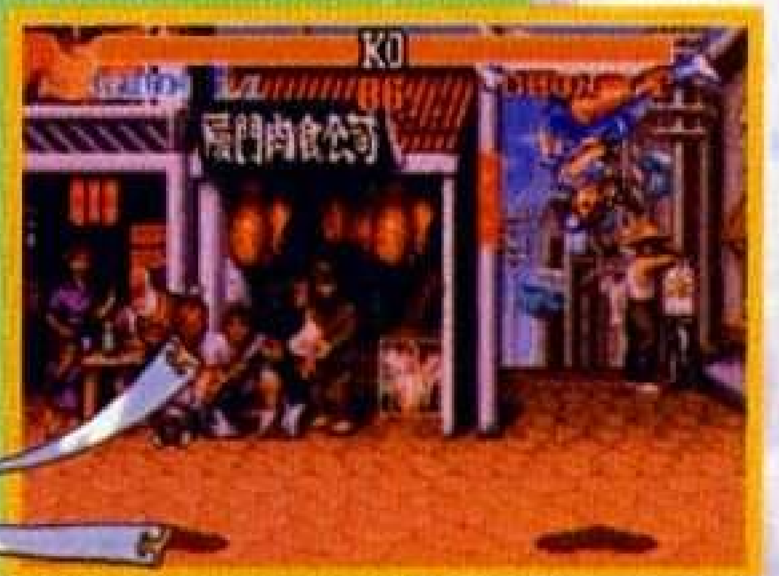
WSFO FORM GUIDE: Having avenged her father's suspicious death with a stunning performance against all odds last year, Chun Li has spent much of her time in deep personal training. The results of harsh self-discipline are obvious even to the untrained eye, and her abilities now rank Chun Li among the very best of the World Warriors - and the fastest combatant of them all. Most spectacular has been her mastery of the Fireball Attack, albeit rather slow. More impressive to the Street Fighter aficionado is her ability to achieve much higher Spinning Bird Kicks, particularly when coupled with her new ability to activate this devastating move in mid-air. Last year Chun Li began the tournament as rank outsider. This year she begins as joint co-favourite alongside Dhalsim and, of course, Vega.

IDENTIFICATION DETAILS: Age seems to have agreed with Chun Li, who is now more striking than ever. Her unfashionable thighs have trimmed to model proportions.

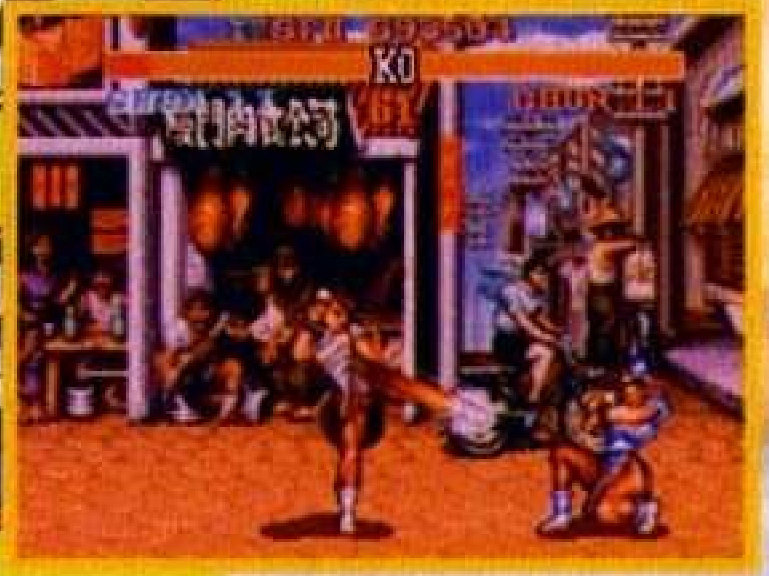
HYPER TECHNIQUES



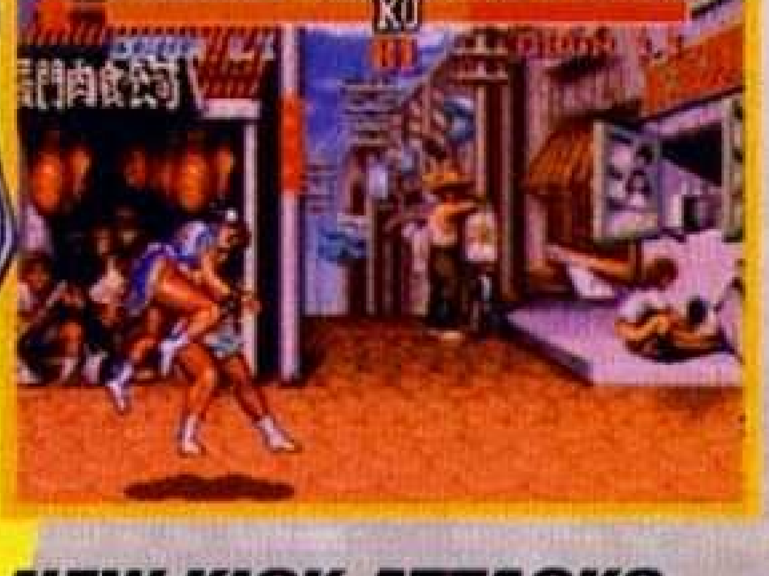
FIREBALL:
Against all predictions, Chun Li has mastered the mysterious Chi Force, enabling her to cast Fireball Attacks, albeit at a slightly slower rate than her competitors.



AIR SPIN BIRD KICK:
An outstanding move, performed in addition to the standard SBK. This new move can also be performed off the wall or as normal but is tricky to use in combat sit-



HUNDRED FOOT KICK:
As before but can know be activated much quicker allowing for use in combo attacks from the air. This attack can be activated using all three punch buttons.

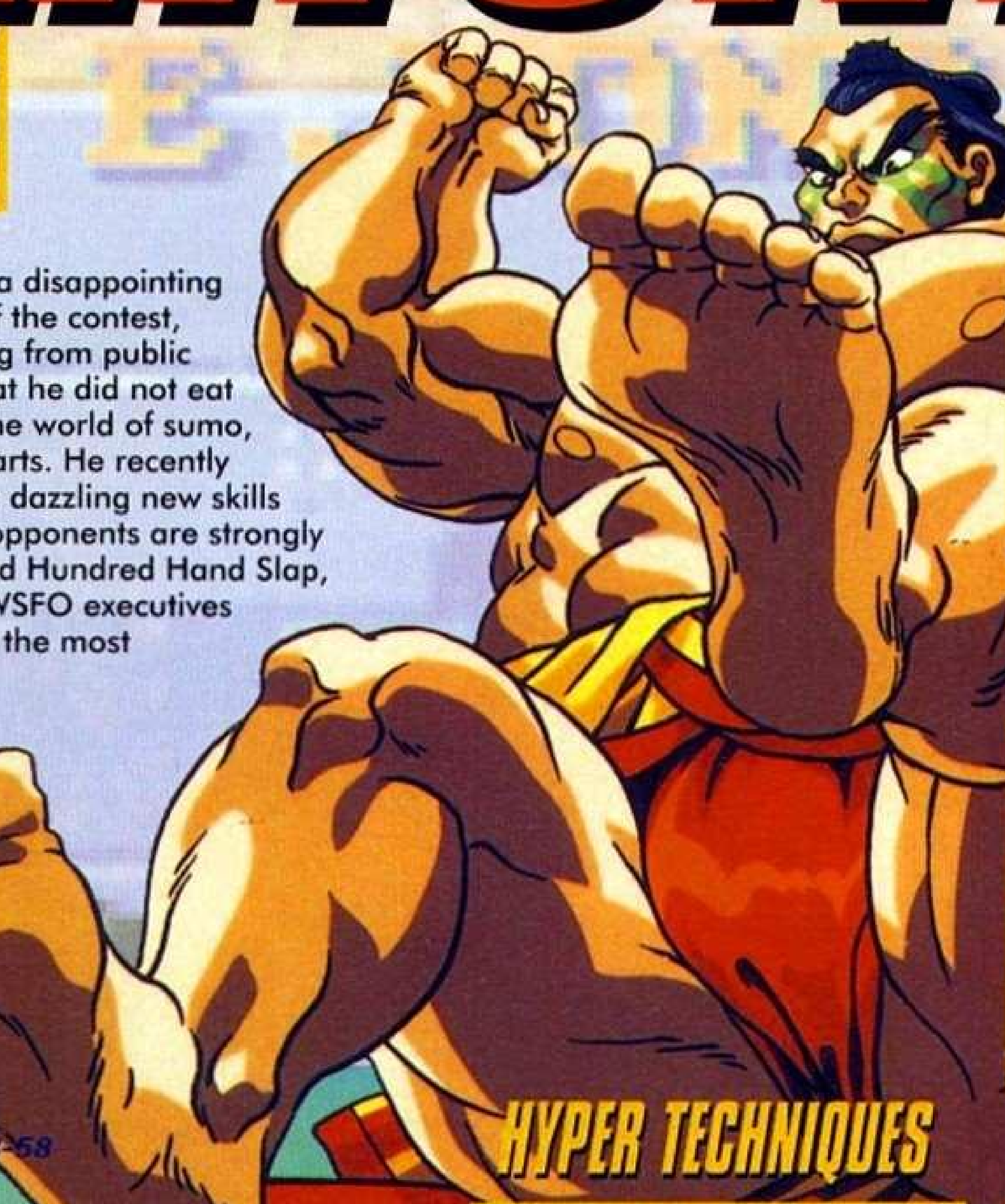


NEW KICK ATTACKS:
Little is known about these moves, but they are said to prove powerful if used in combination attacks. Damage drain is minimal, however, and should not cause undue concern.

CHUN LI

E.HONDA

HI 103200
KO
E.HONDA
69



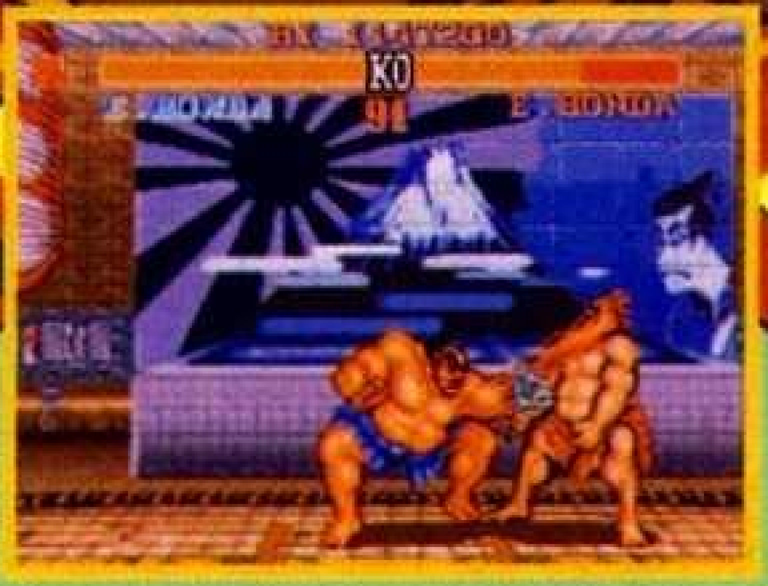
WSFO FORM GUIDE: Following a disappointing display in last year's Champion Edition of the contest, Honda returned to Japan, promptly falling from public gaze. His shame is said to be so great that he did not eat for at least four hours and, shunned by the world of sumo, trained alone in this most ancient of the arts. He recently emerged fitter and leaner than ever, with dazzling new skills and a more positive mental attitude. All opponents are strongly advised to avoid Honda's newly-enhanced Hundred Hand Slap, which can end a given bout in seconds. WSFO executives report that Honda's improvement ratio is the most impressive seen this year.

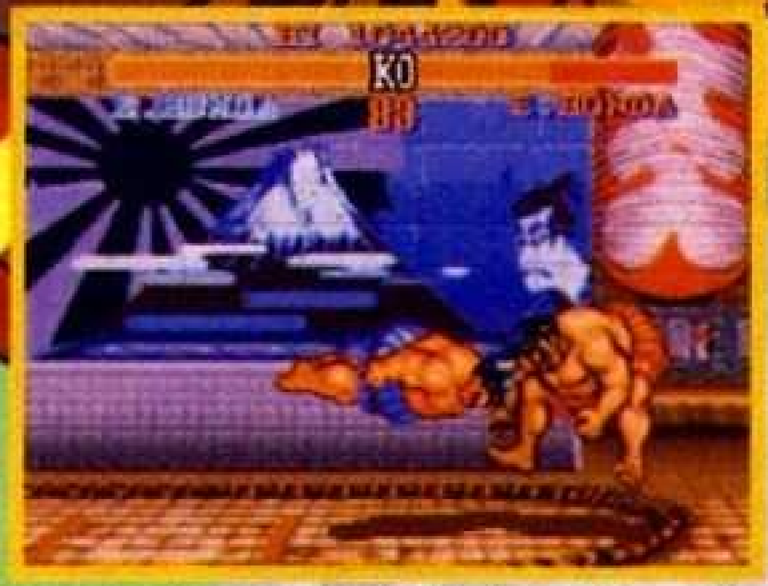
IDENTIFICATION DETAILS:
Honda's rigid training has turned his sumo flab to muscle, although he still insists on fighting at the baths since Sumo tradition dictates he fight under the most modest conditions available.

COUNTRY: JAPAN
DATE OF BIRTH: 11-03-58
HEIGHT: 185cm
WEIGHT: 137kg
3-SIZE: B 212 W 180 H 210
BLOOD TYPE: A

HCK 50000
KO
E.HONDA
97
ZANGIEF

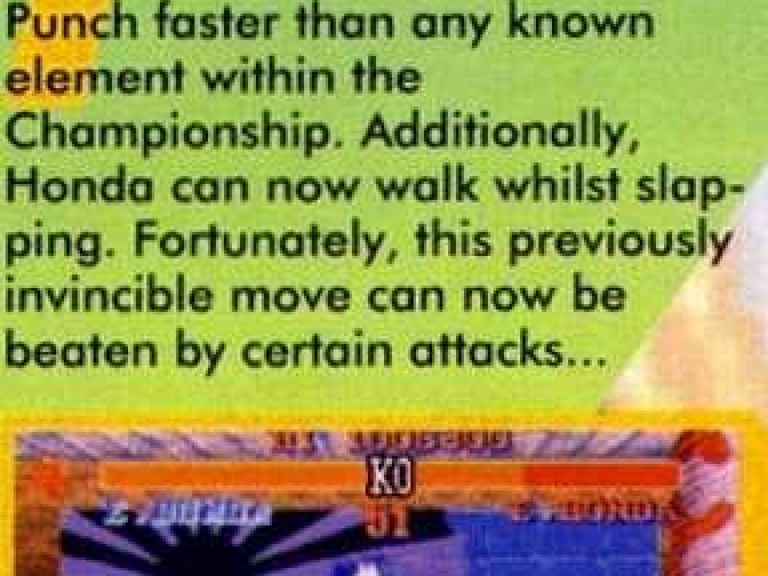
HYPER TECHNIQUES

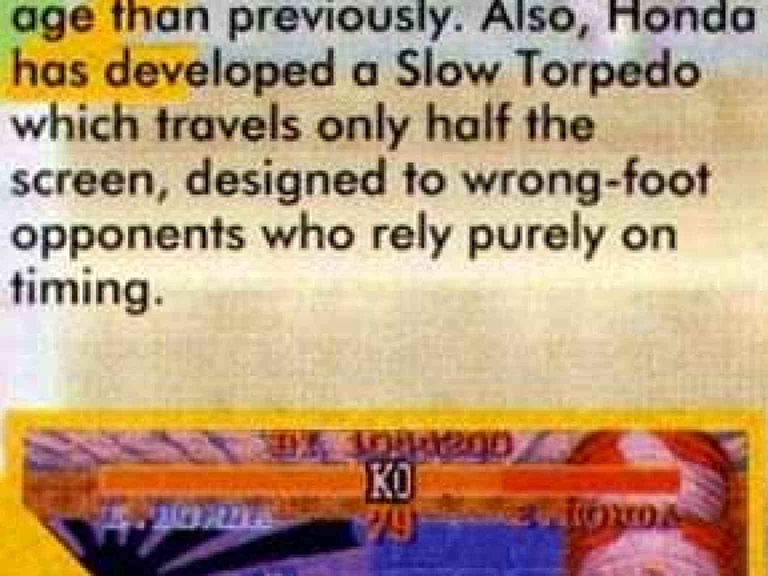




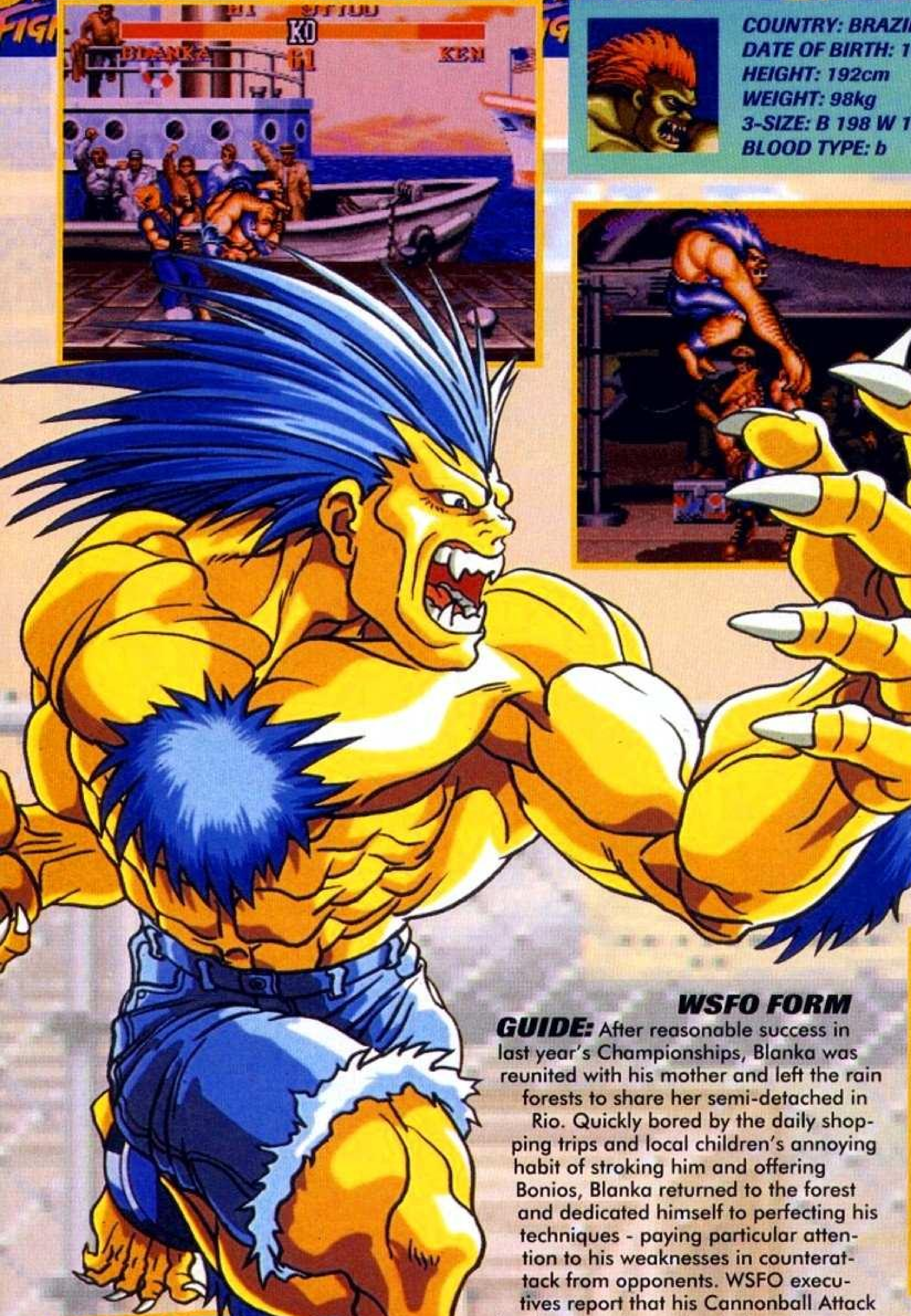
HUNDRED HAND SLAP: Outstanding to behold at Turbo speed, with slap speed at Hard Punch faster than any known element within the Championship. Additionally, Honda can now walk whilst slapping. Fortunately, this previously invincible move can now be beaten by certain attacks...

SUMO TORPEDO: This move is now faster and capable of inflicting more damage than previously. Also, Honda has developed a Slow Torpedo which travels only half the screen, designed to wrong-foot opponents who rely purely on timing.



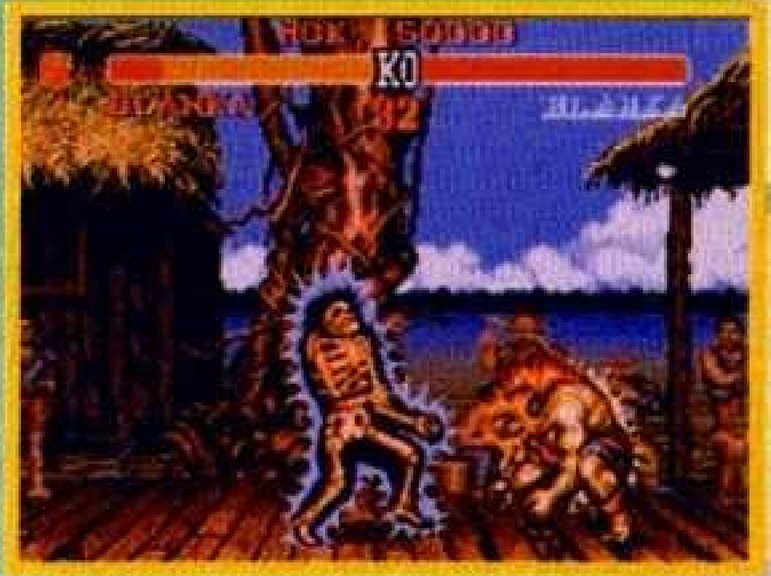


SUPER SUMO PRESS: Honda's astonishing new move, which won First Prize at the Japanese Open Sumo Championships in November. This is a turbocharged diagonal torpedo with double-hit potential from which there is little chance of escape.screen, designed to wrong-foot opponents who rely purely on timing.

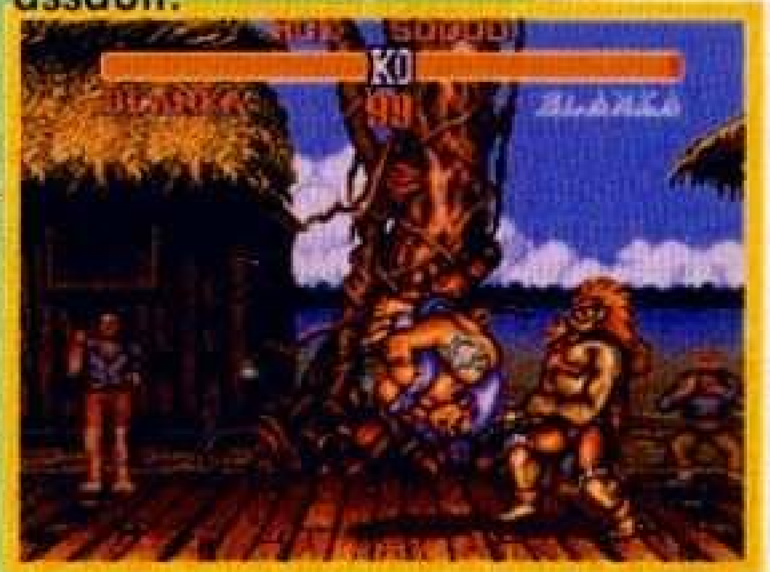


COUNTRY: BRAZIL
DATE OF BIRTH: 12-02-66
HEIGHT: 192cm
WEIGHT: 98kg
3-SIZE: B 198 W 120 H 172
BLOOD TYPE: b

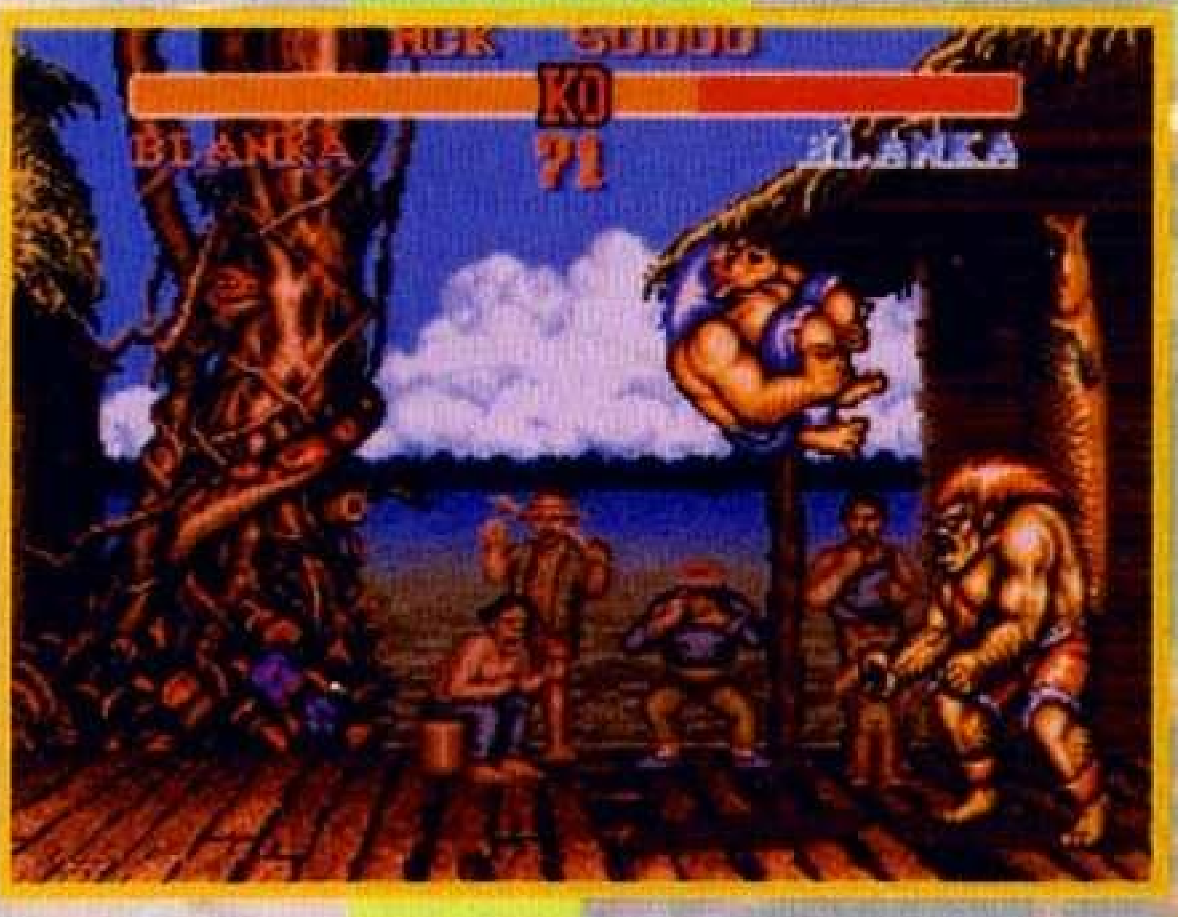
HYPER TECHNIQUES



ELECTRICITY:
Blanka has perfected a method of quickening his static charge, making this move much more effective in Combination Attacks and providing even better defence against airborne assault.



CANNONBALL:
Faster than ever, and thanks to vigorous training these are now much less susceptible to counter attacks which had inflicted hugh damage at high speeds.



VERTICAL ROLL:
Second only to Dhalsim's Teleport manoeuvre as this year's most outstanding achievement. Blanka appears to defy gravity with this vertical roll, and he has even been known to achieve combination horizontal and vertical cannonballs which beggar belief.

WSFO FORM GUIDE: After reasonable success in last year's Championships, Blanka was reunited with his mother and left the rain forests to share her semi-detached in Rio. Quickly bored by the daily shopping trips and local children's annoying habit of stroking him and offering Bonios, Blanka returned to the forest and dedicated himself to perfecting his techniques - paying particular attention to his weaknesses in counterattack from opponents. WSFO executives report that his Cannonball Attack has been vastly overhauled, and say his new Vertical Roll must be seen to be believed. However, one point of special note is that his Turning Punch has now been outlawed from the competition after more than half the other combatants protested, claiming this ability was inhuman and therefore disallowed.

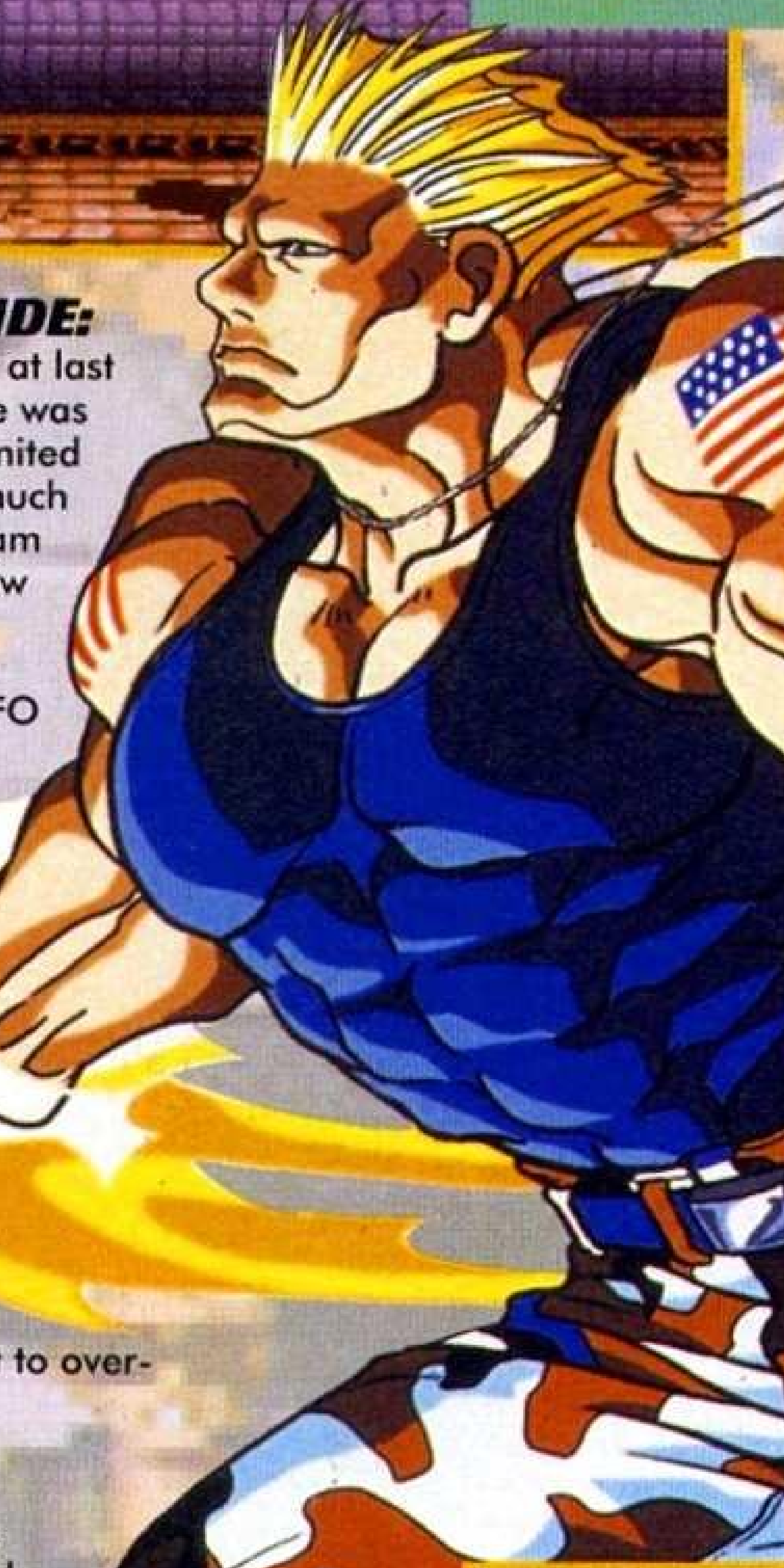
IDENTIFICATION DETAILS: Home life has shed Blanka of unkempt hair and yellow teeth, resulting in a leaner and fitter World Warrior whose personal hygiene is vastly improved. Other passengers will now share a plane with him, provided there are at least sixty metres of cubic space between them and he promises not to roar while they are asleep.

BLANKA

HI 375501
KO
GUILE
76
E. HONDA

GUILE

COUNTRY: USA
DATE OF BIRTH: 23-12-60
HEIGHT: 182cm
WEIGHT: 86kg
3-SIZE: B 125 W 83 H 89
BLOOD TYPE: 0

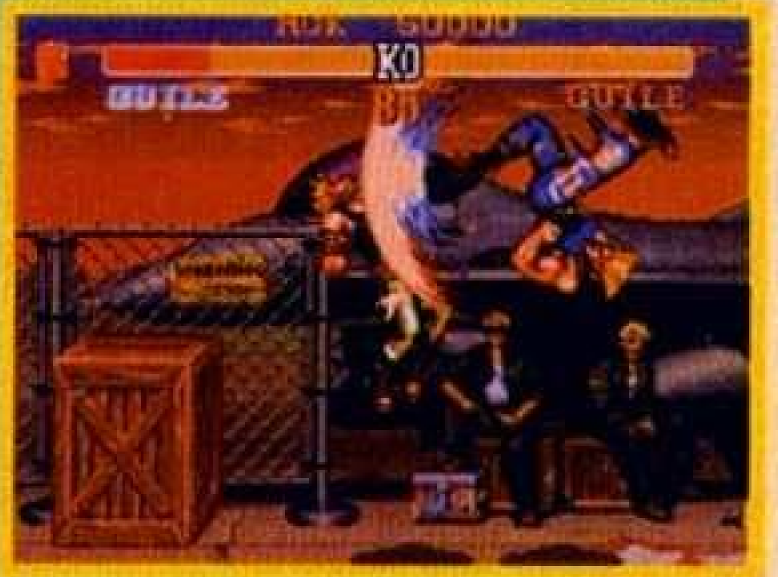


WSFO FORM GUIDE:

Following an excellent show at last year's Championships, Guile was promoted to Major by the United States Air Force and spent much of his time recounting Vietnam war stories and whipping new recruits into shape. As a result, his training has left much to be desired and WSFO executives report that Guile has entered this year's event with less improvement than his competitors. Opponents are warned, however, that undue optimism is overdue since Guile has a few technique refinements which may prove extremely difficult to overcome.

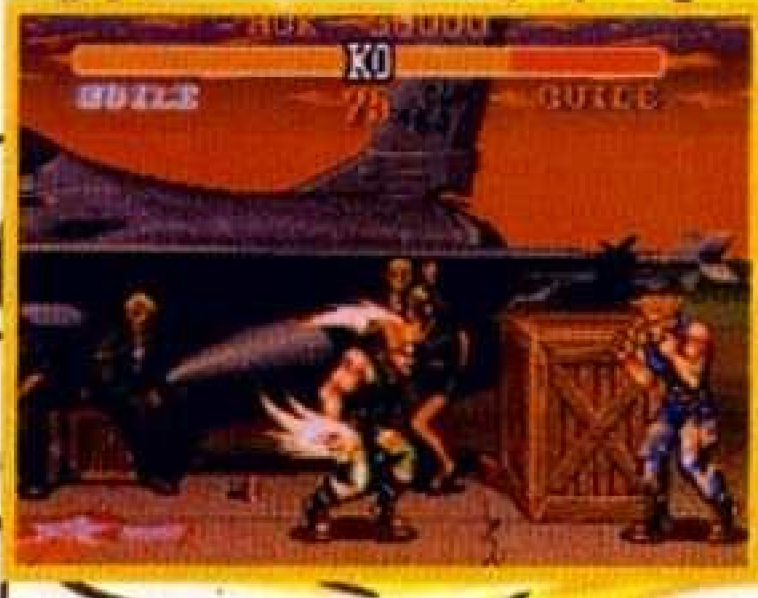
IDENTIFICATION DETAILS: Guile appears slightly older than before and his hair has bleached slightly from long days on the parade ground. He still fights in regulation green and blue, although the jet fighters of his home air-base have been improved as a result of the Gulf War.

HYPER TECHNIQUES



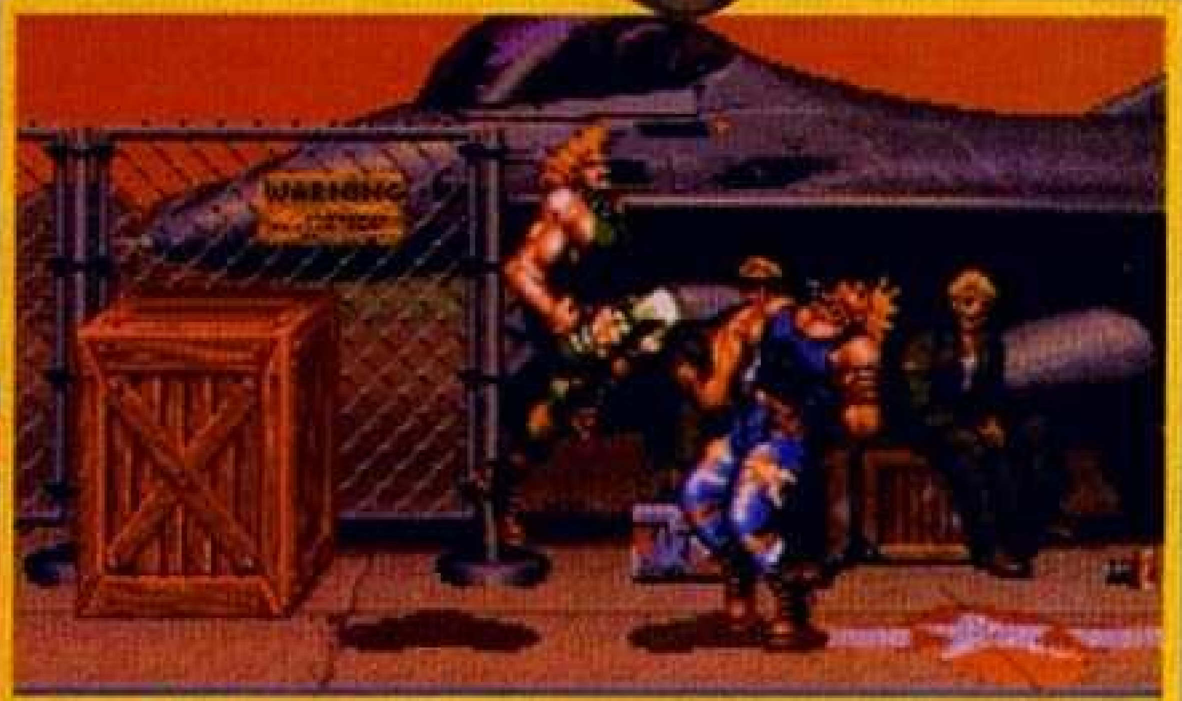
SOMERSAULT KICK:

Guile is now capable of achieving a Double Hit with this tactic, provided his opponent is on the ground when the move begins.



SONIC BOOM:

As before, this wave of sonic energy travels at various speeds until making contact. Some training has resulted in Guile's ability to execute this move with slightly greater ease.



KNEE THRUST:

Tremendous new move from the master of the dogfight. Guile digs his knee into the pit of an opponent's stomach and sharply raises his leg to wind any unfortunate who made the mistake of getting too close.

HI 426500
KO
GUILE
95
M. BISON
NINNIN BALL
CAPCOM

HI 101200
KO
GUILE
82

HI 50400
KO
DHALSIM
84
RYU

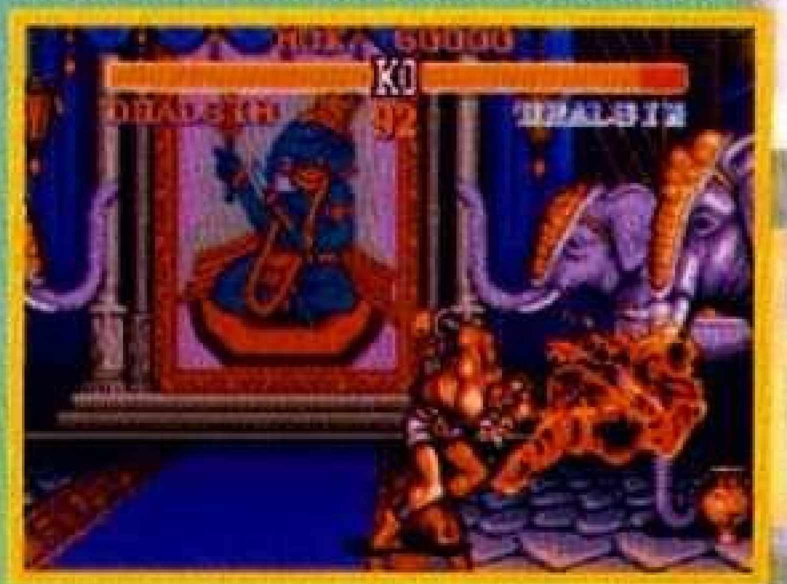
COUNTRY: INDIA
DATE OF BIRTH: 22-11-52
HEIGHT: Est. 176cm
WEIGHT: Est. 48kg
3-SIZE: B 107 W 46 H 65
BLOOD TYPE: o

HYPER TECHNIQUES

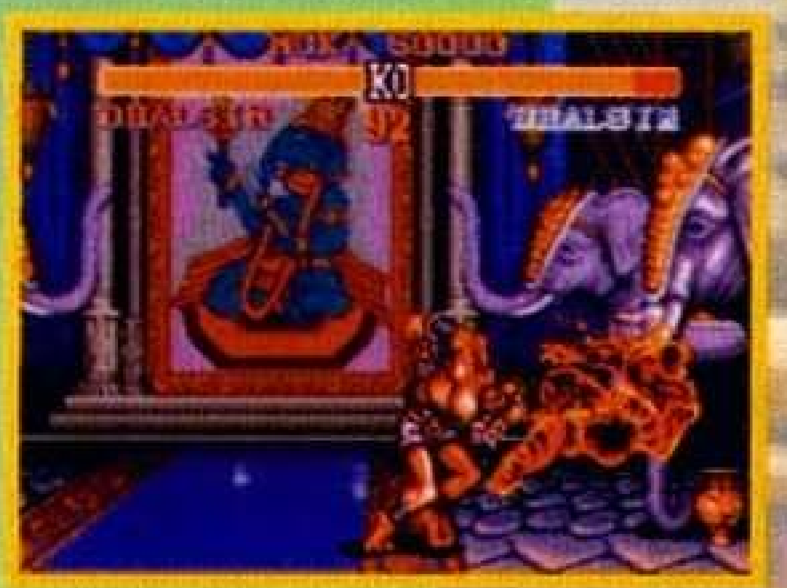
WSFO FORM GUIDE: The WSFO admiration of this World Warrior currently knows no bounds. Previously among the very weakest of all combatants, Dhalsim appears to have transformed into one of the strongest, best respected fighters in the history of the world. His graceful fighting style and mystical abilities remain, but at a much higher speed - granting him crucial advantages at almost every stage. His style requires intense concentration, but Dhalsim's unparalleled intelligence blends mind and body to produce a perfect combination of grace and violence. Very special commendation must go to his new Special Move - the Invisible Teleport - deemed legal at a special sitting of the WSFO in which the President's casting vote was required to approve the technique. Summoning the total of his Yoga powers, Dhalsim is able to make himself temporarily invisible and, with supreme concentration, appear in a completely different location. The secrets of this miraculous feat may never be revealed, such are the mysteries of Yoga, but the privilege to witness its execution is guaranteed to make this year's Championships one of the most exciting ever staged. In honour of this achievement, Dhalsim wins our special Golden Fist award, our hearty congratulations and a waiver of his entrance fee.

KO
DHALSIM
91
ZANGIEF

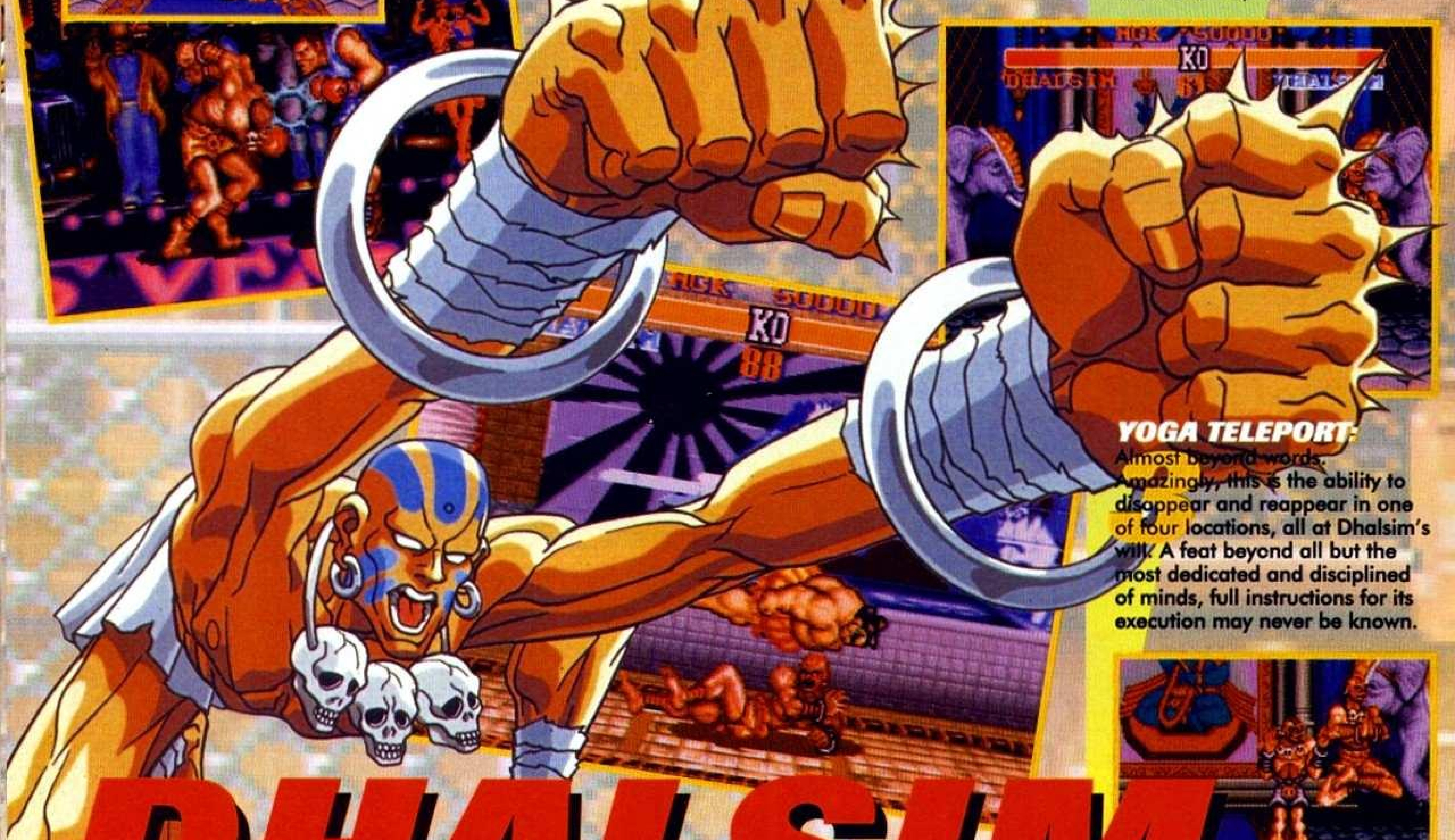
KO
DHALSIM
92
DHALSIM



YOGA FIRE:
Dhalsim's fireballs remain unchanged, but slightly faster for this Turbo Edition of the Championships.



YOGA FLAME:
Same as before, but a great backside burner all the same. This move can be used against opponents blocking in a corner then follow up with a throw.



YOGA TELEPORT:
Almost beyond words. Amazingly, this is the ability to disappear and reappear in one of four locations, all at Dhalsim's will. A feat beyond all but the most dedicated and disciplined of minds, full instructions for its execution may never be known.

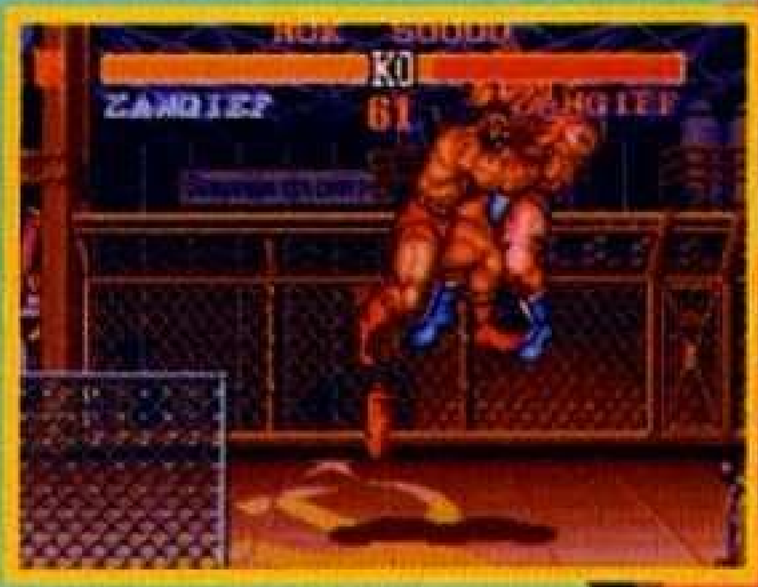
DHALSIM

ZANGIEF

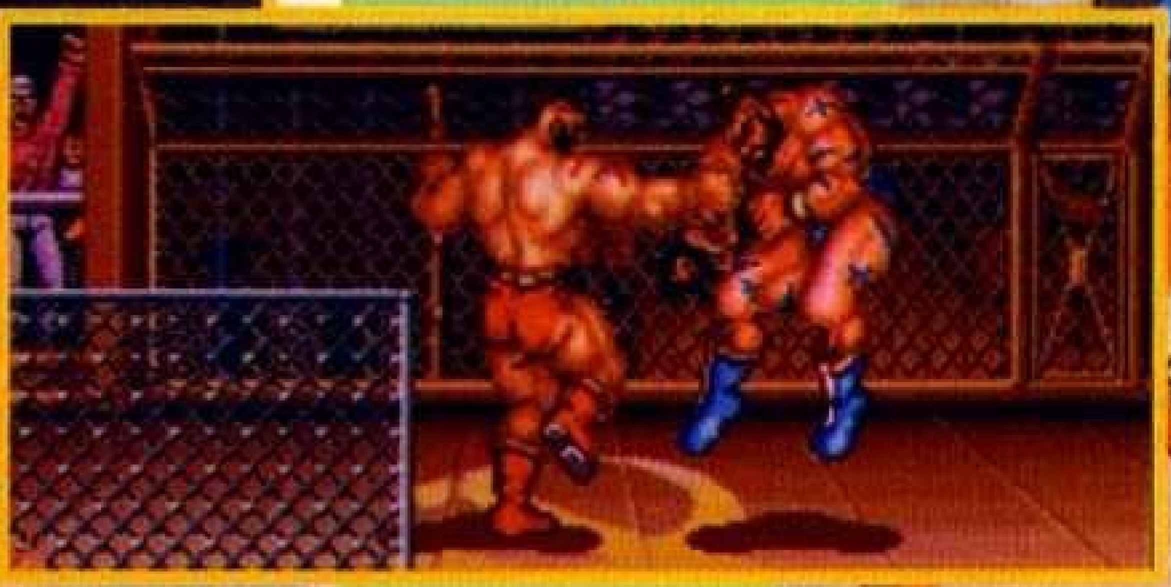
COUNTRY: USSR
DATE OF BIRTH: 01-06-56
HEIGHT: 211 cm
WEIGHT: Est. 115 kg
3-SIZE: B 163 W 128 H 150
BLOOD TYPE: A

HOK 50000
KO
ZANGIEF
34
BALROG

HYPER TECHNIQUES



SPINNING PILEDRIVER: Newly improved, this move hurls an opponent further than any other known throw and inflicts massive damage. All Fighters are strongly urged to avoid this move.



SUPER LARIAT: New improved lariat training enables Zangief to move whilst executing this maneuver! Use the kick buttons for a faster, deadlier lariat, but this version is not as quick across the floor as the normal lariat.

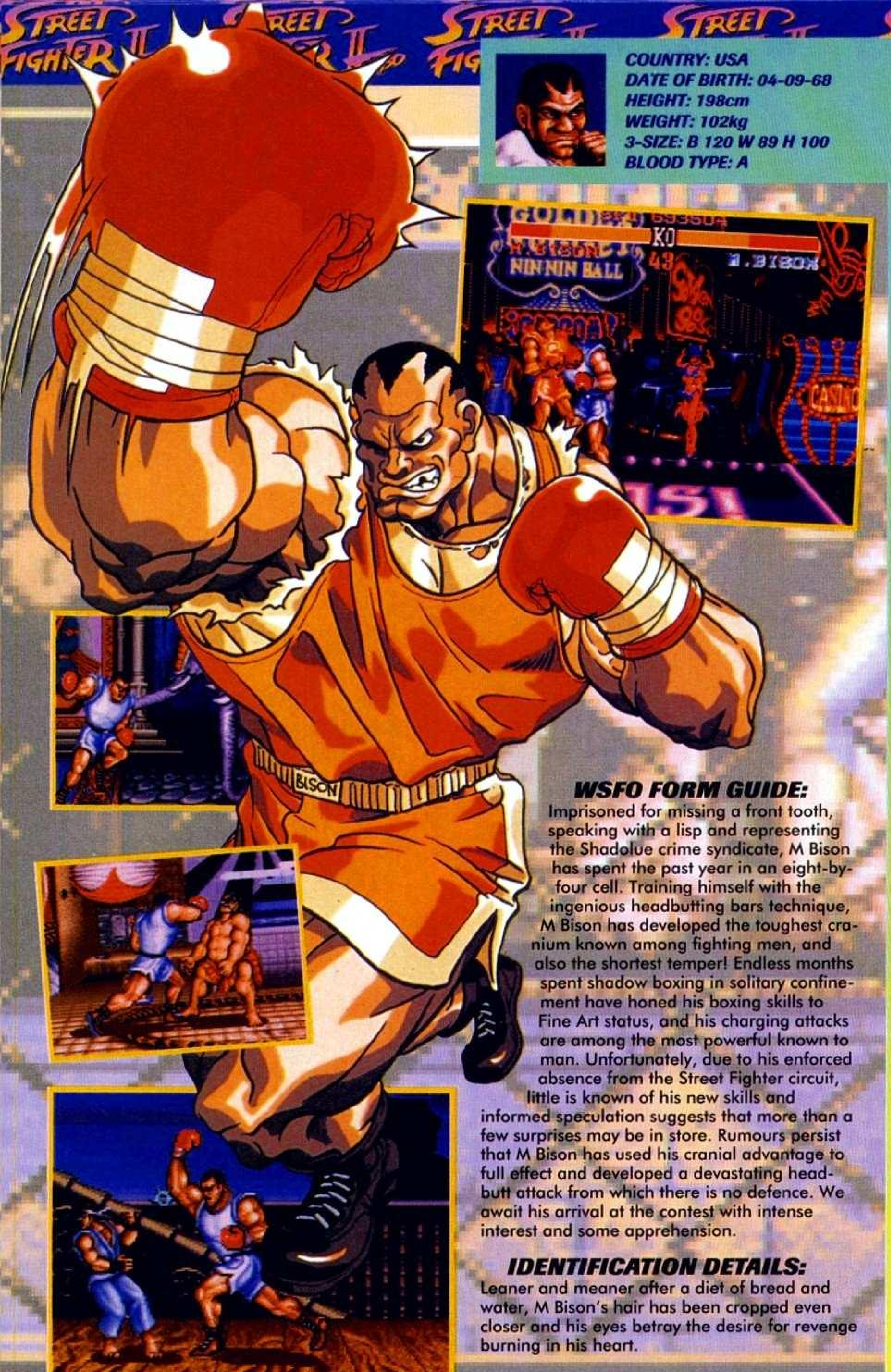
WSFO FORM GUIDE:

After performing the Russian dance with President Gorbachev (the highlight of his career), Zangief returned to the Soviet Union to find his hero deposed and a McDonalds restaurant newly erected on the site of his house. Enraged, Zangief retreated to a log camp in the Urals and honed his body and skills to new heights by wrestling any hapless bear wandering too close. As a result his overall speed and grabbing ability have increased, and his Special Moves have been refined to inflict maximum damage. Little is known of Zangief's true potential, since many of his more spectacular moves may still elude the public, and his WSFO rating is given with some caution. We accept that Zangief's hidden talents may prove us entirely wrong.

IDENTIFICATION DETAILS: Thinner, fitter and faster than ever thanks to a regime of log-lifting, bear wrestling, swimming underwater in frozen lakes and a diet utterly devoid of hamburgers. His bad taste persists, however, and his wrestling costume is monument to Zangief's misguided dress sense.

KO
ZANGIEF
85
VEGA

M.BISON



COUNTRY: USA
DATE OF BIRTH: 04-09-68
HEIGHT: 198cm
WEIGHT: 102kg
3-SIZE: B 120 W 89 H 100
BLOOD TYPE: A

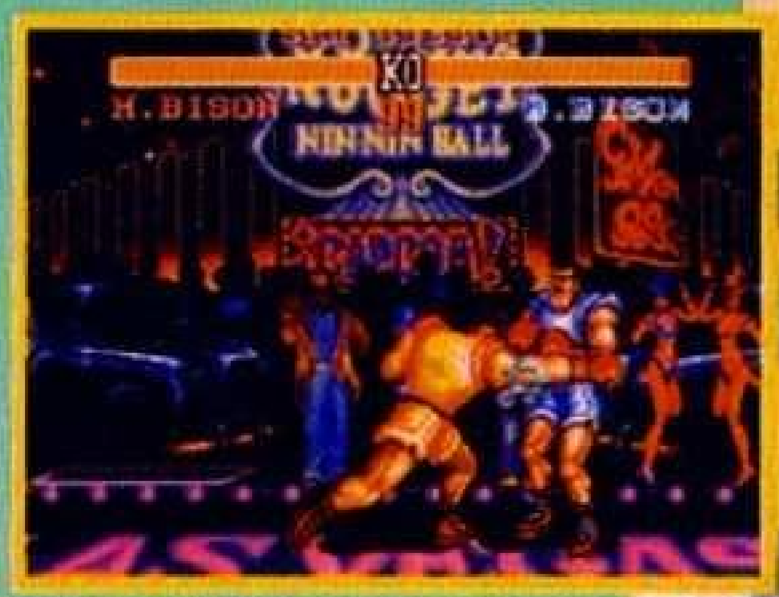
WSFO FORM GUIDE:

Imprisoned for missing a front tooth, speaking with a lisp and representing the Shadolue crime syndicate, M Bison has spent the past year in an eight-by-four cell. Training himself with the ingenious headbutting bars technique, M Bison has developed the toughest cranium known among fighting men, and also the shortest temper! Endless months spent shadow boxing in solitary confinement have honed his boxing skills to Fine Art status, and his charging attacks are among the most powerful known to man. Unfortunately, due to his enforced absence from the Street Fighter circuit, little is known of his new skills and informed speculation suggests that more than a few surprises may be in store. Rumours persist that M Bison has used his cranial advantage to full effect and developed a devastating head-butt attack from which there is no defence. We await his arrival at the contest with intense interest and some apprehension.

IDENTIFICATION DETAILS:

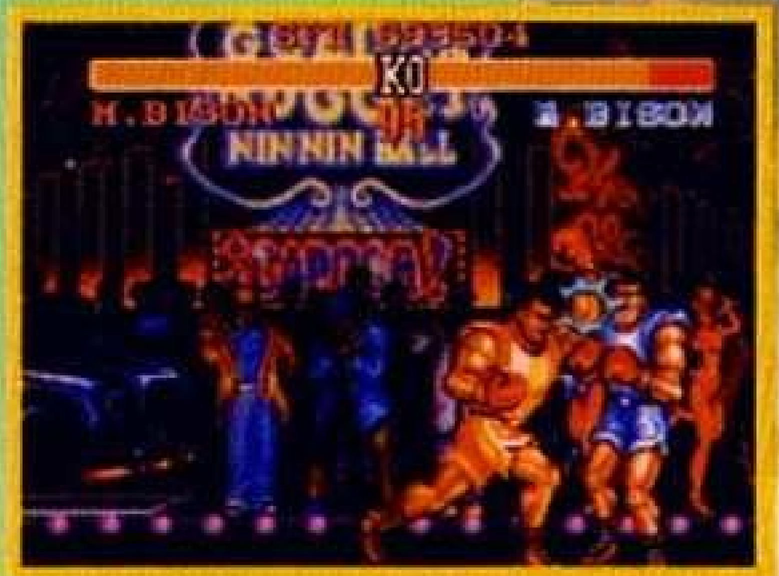
Leaner and meaner after a diet of bread and water, M Bison's hair has been cropped even closer and his eyes betray the desire for revenge burning in his heart.

HYPER TECHNIQUES



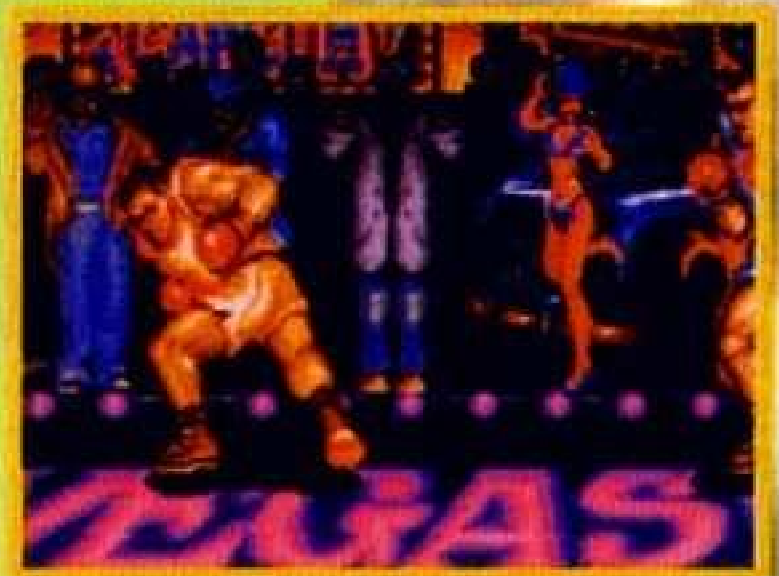
DASHING STRAIGHT PUNCH:

M Bison throws his full weight behind this fist and charges directly toward the opponent. Particularly effective if the target is languishing in the corner or is stunned, in which case it can prove almost fatal.



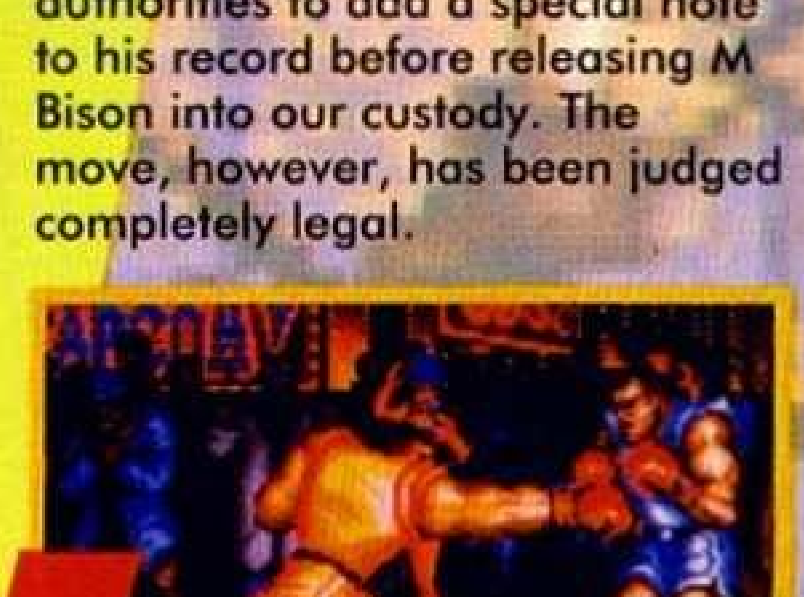
DASHING UPPERCUT:

A good refinement of the standard special move, that can prove a knockout if timed correctly and used when an opponent is off guard.



DOUBLE STRENGHT TURNING PUNCH:

M Bison's most effective move, and the most difficult for him to achieve. Timed correctly, its effects can prove almost super-human - prompting prison authorities to add a special note to his record before releasing M Bison into our custody. The move, however, has been judged completely legal.



BALROG

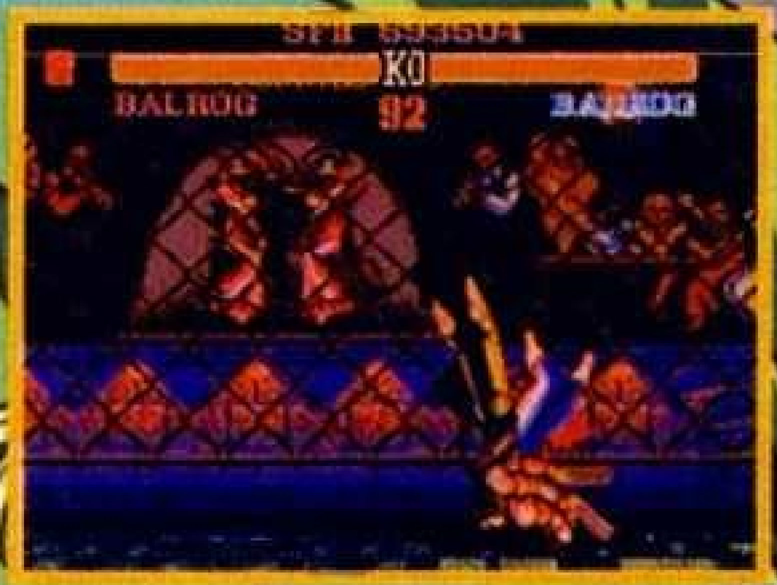
COUNTRY: SPAIN
DATE OF BIRTH: 27-01-67
HEIGHT: 186cm
WEIGHT: 72kg
3-SIZE: B 121 W 73 H 83
BLOOD TYPE: O

WSFO FORM GUIDE: Matador Balrog acquitted himself satisfactorily during the last Championship, but the unique spirit of competition has whetted his appetite for more. No longer excited by the perils of the bullfighting ring, Balrog found himself penniless and dispirited. So he sought out Vega once again and begged to be allowed entrance to the Turbo Championships as a representative of the Shadolue. Rumour has it that Vega laughed, until Balrog displayed his new swordplay skills and fashionable easy-wash pants. He was immediately reinstated to his position as one of Vega's most trusted henchmen and the mere mention of his name strikes terror across the western world. WSFO representatives report a stunning new addition to Balrog's repertoire - the five-hit Rolling Crystal Flash. This is one of the most devastating moves known, and deep study of the technique is recommended. However, his Reverse Jumping Roll has been voted Illegal by unanimous vote of the WSFO Council, and will no longer appear.

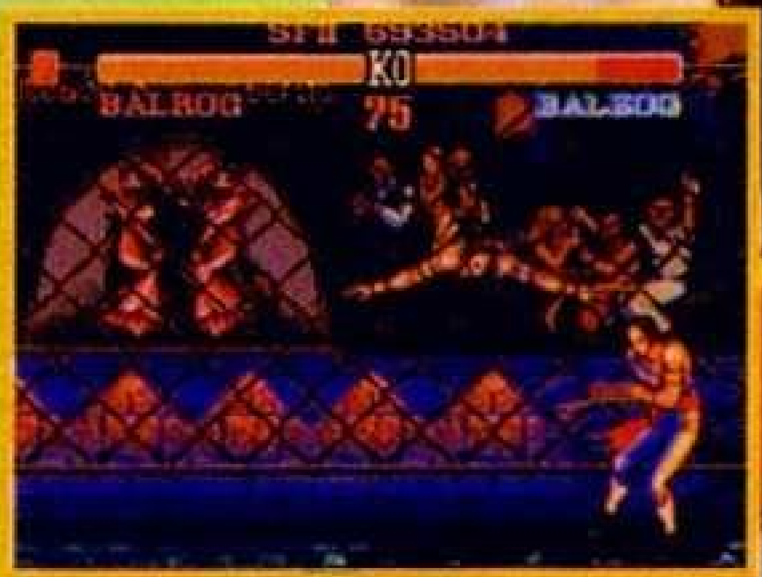
IDENTIFICATION DETAILS:
Balrog appears slightly taller than before, and those fluorescent half-trousers always mark him out from the crowd.

SFII 693504
KO
BALROG
28
BALROG

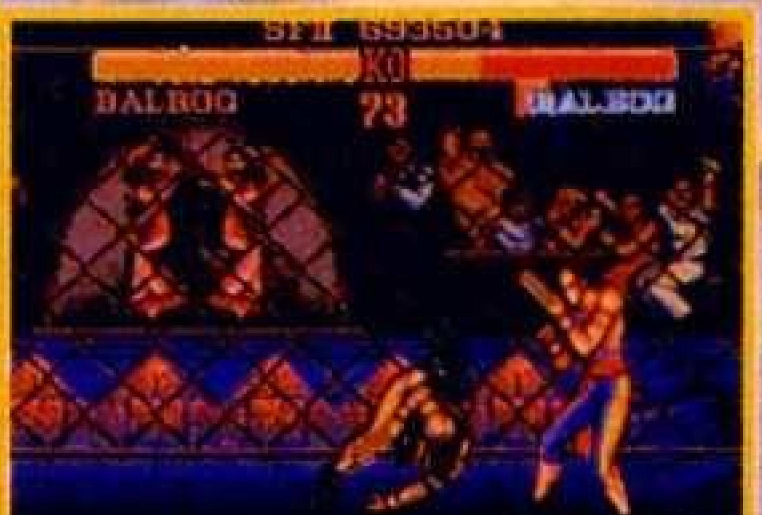
HYPER TECHNIQUES



IZNA DROP:
No change from previous con-tests. Balrog clings to the wall or, in Spain only, the fence fo a count of five. Then he launch this devastating aerial atta grabbing his opponent in m air and throwing them to th floor. Our best advice is to a his reach or meet this charge with a well-timed uppercut.



BARCELONA ATTACK:
Similar to the Izna drop, except that Balrog spreads his arms to slice into an opponent and inflict huge damage. There is very little defence from this move, so World Warriors are urged to avoid it.

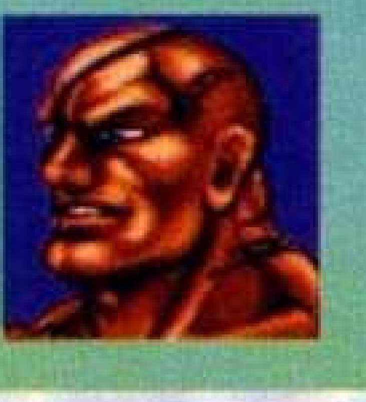


ROLLING CRYSTAL FLASH:
Balrog's greatest new achievement. He is now capable of hitting an opponent five times with this move, correctly timed. The damage inflicted is huge. Balrog needs space to execute this move, and contestants are advised to closely monitor the technique.

693504
KO
BALROG

SFII 693504
KO
55
BLANKA

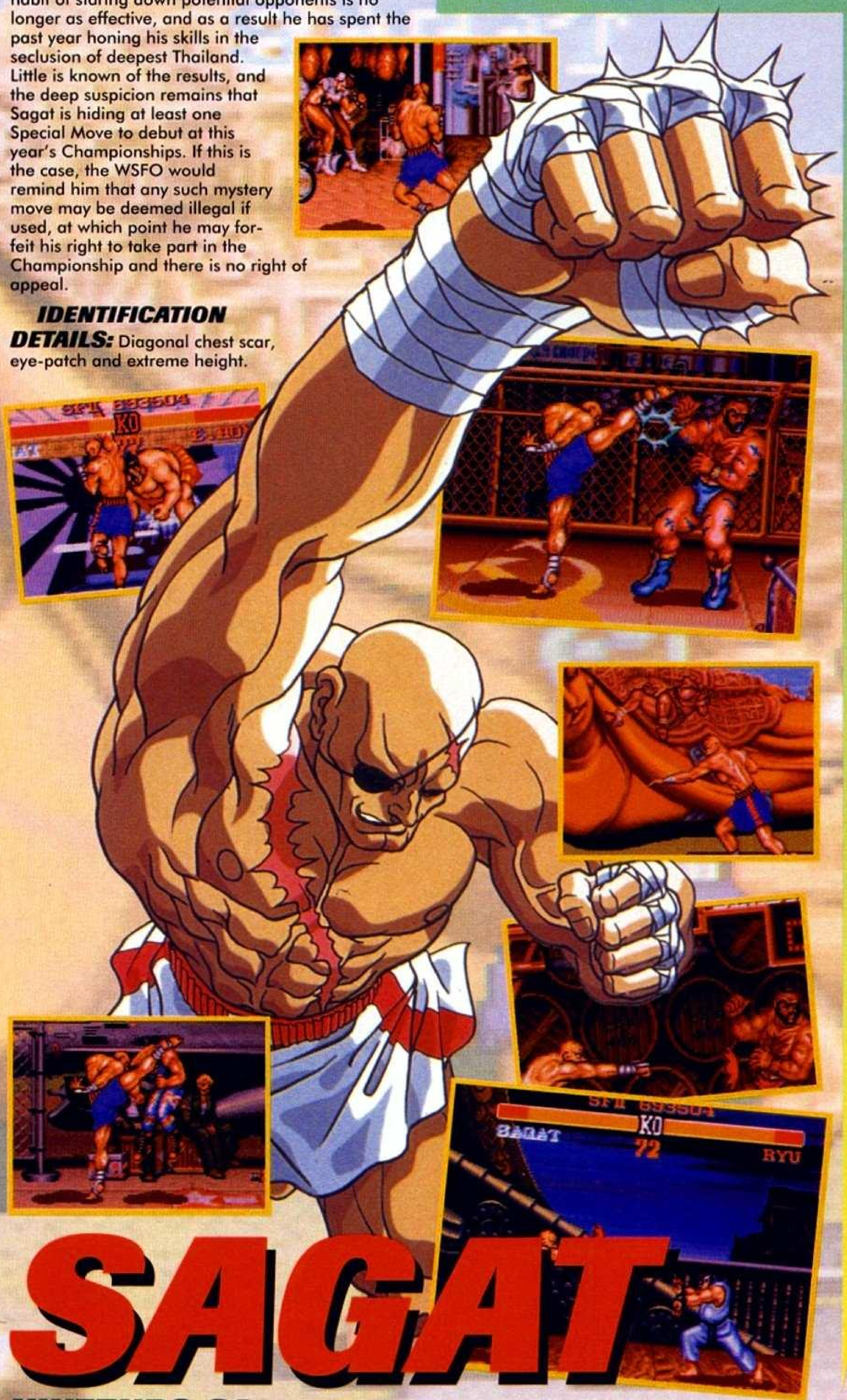
SAGAT



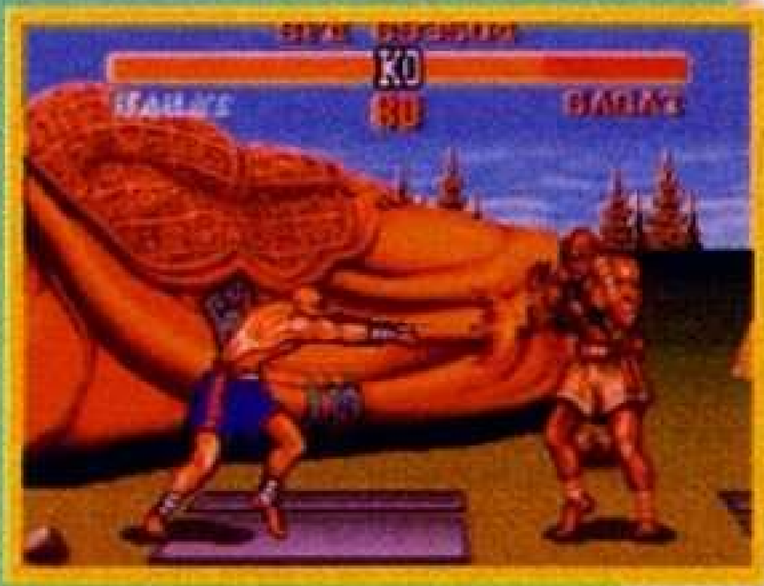
COUNTRY: THAILAND
DATE OF BIRTH: 02-07-55
HEIGHT: 226cm
WEIGHT: 78kg
3-SIZE: B 130 W 86 H 95
BLOOD TYPE: B

WSFO FORM GUIDE: A mediocre performance in previous Championships has removed much of the potency of Sagat's terror tactics. His habit of staring down potential opponents is no longer as effective, and as a result he has spent the past year honing his skills in the seclusion of deepest Thailand. Little is known of the results, and the deep suspicion remains that Sagat is hiding at least one Special Move to debut at this year's Championships. If this is the case, the WSFO would remind him that any such mystery move may be deemed illegal if used, at which point he may forfeit his right to take part in the Championship and there is no right of appeal.

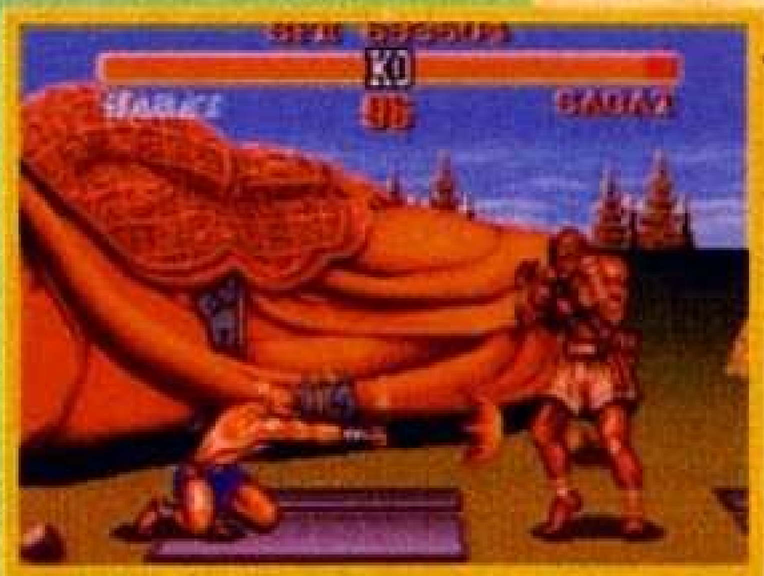
IDENTIFICATION DETAILS: Diagonal chest scar, eye-patch and extreme height.



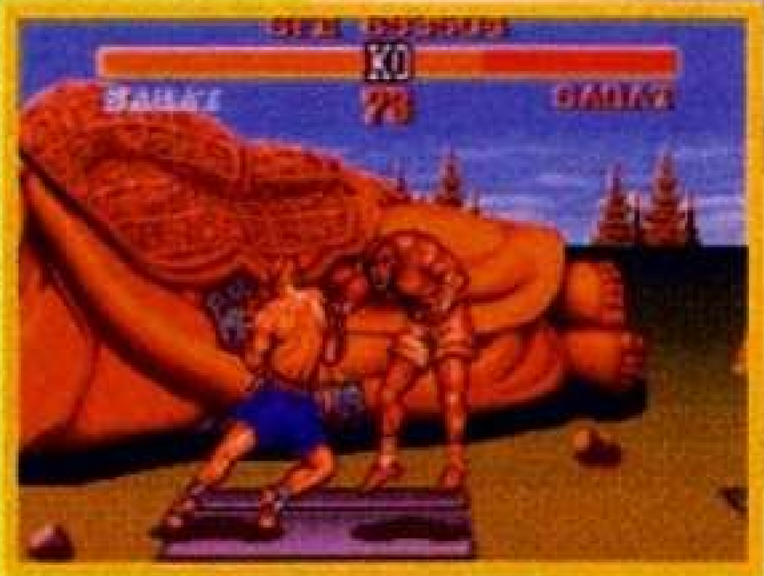
HYPER TECHNIQUES



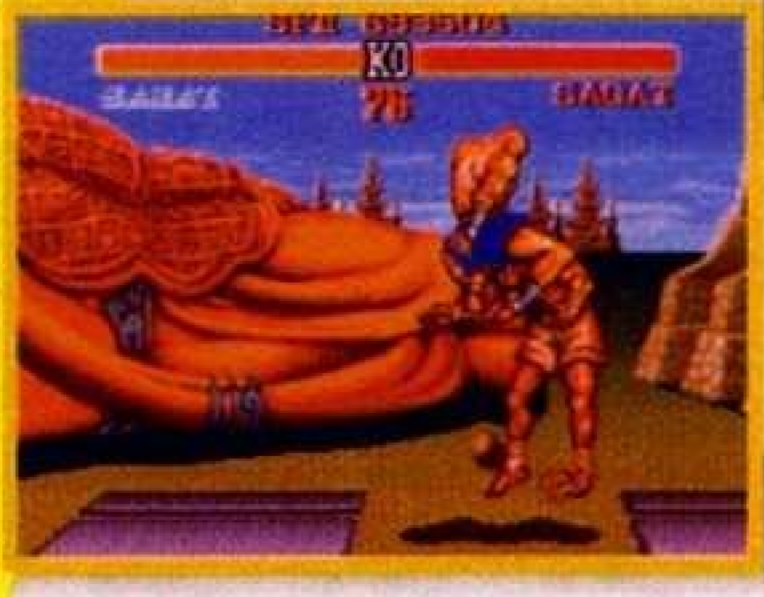
TIGER SHOT: This is the normal Tiger Fireball, which will come as no surprise to established World Warriors and is now generally accepted to be worse than a Chinese Burn. However...



GRAND TIGER SHOT: This low Tiger Fireball is another highlight of Sagat's repertoire. Designed to wrong foot opponents, it can prove devastating to Warriors whose aerial skills are lacking. Special warning: Sagat is perfecting the ability to launch both high and low Tigers one after the other.



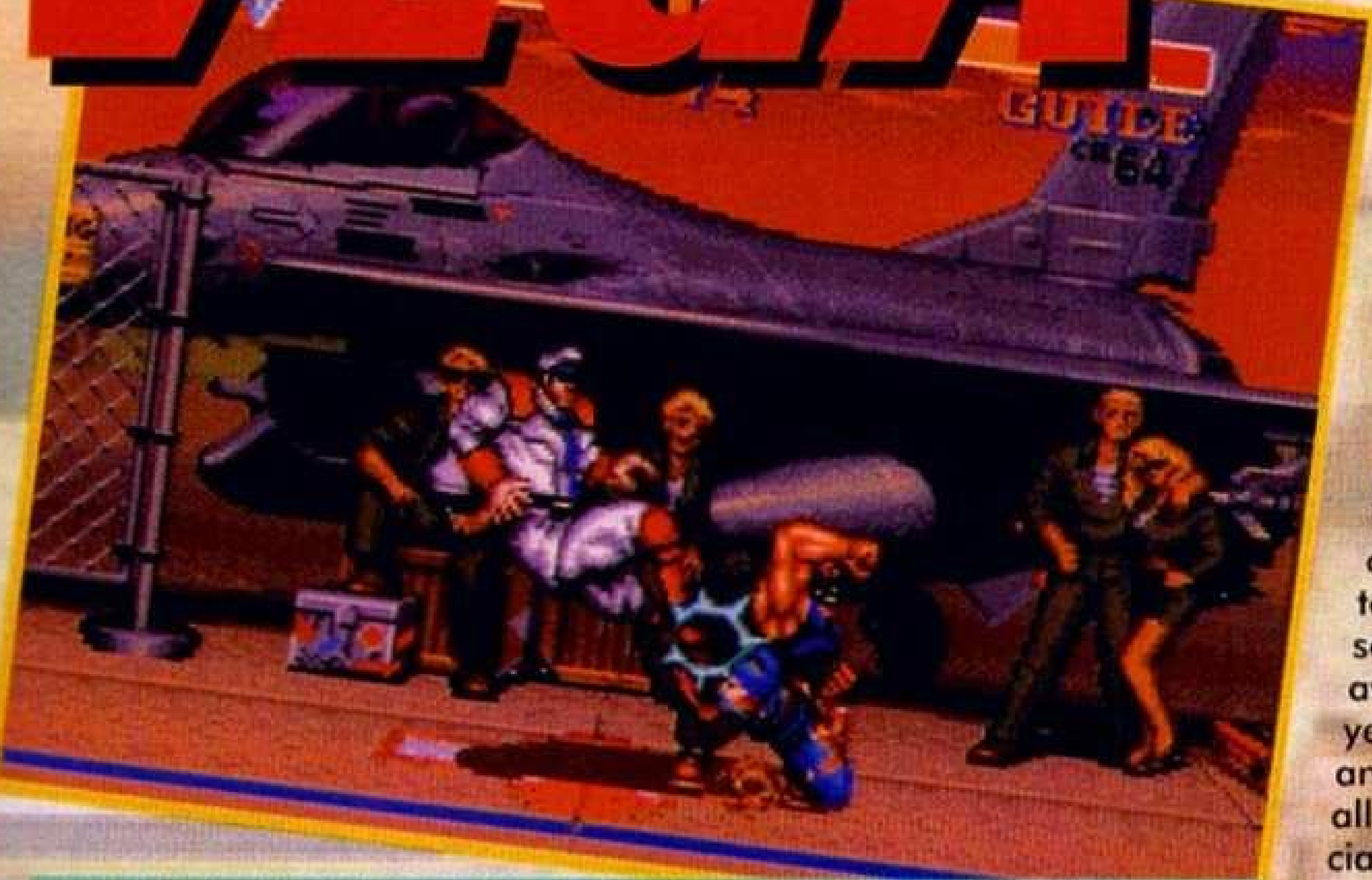
TIGER UPPERCUT: Devastating Thai version of Ryu's Dragon punch. Despite its susceptability to counterattack this punch can inflict massive damage if caught unaware.



TIGER KNEE: Great double hit attack that is great for combo attacks from the air.

COUNTRY: THAILAND
DATE OF BIRTH: 02-07-55
HEIGHT: 226cm
WEIGHT: 78kg
3-SIZE: B 130 W
BLOOD TYPE: B

VEGA



WSFO FORM GUIDE: His body burning for revenge, Vega has spent the last year at his remote island hideaway. Here he has been training his three henchmen in the noble art of Street Fighting and conducting various drug deals, safely beyond the reach of the law. Despite his shock defeat last year, Vega remains one of the very greatest World Warriors, although rumours do persist that less self discipline and control have weakened his skills by a minimal amount. However, to counter this his throwing ability appears to have vastly improved, and the remains of a television reporter sent to investigate this claim seem to prove this. We await Vega's entry to this year's Contest with interest, and are pleased to present all known details of his special moves.

IDENTIFICATION DETAILS: He's Vega - everyone knows who he is.

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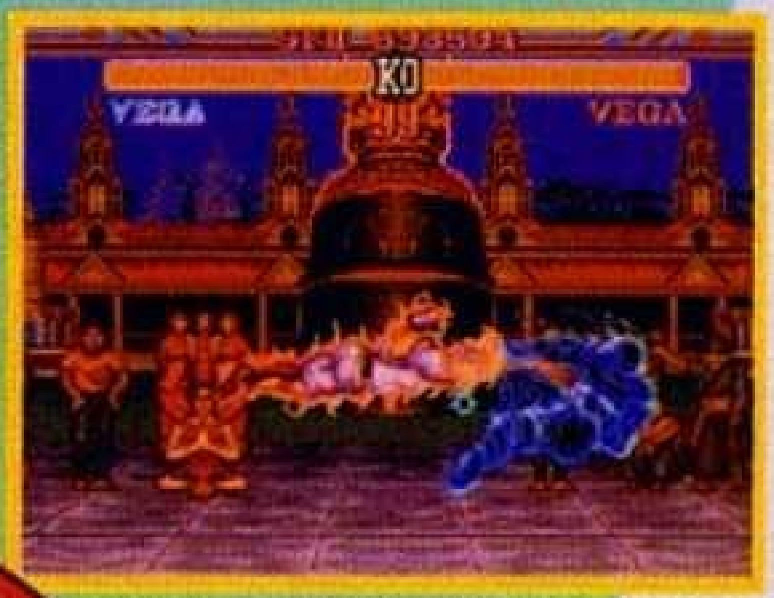
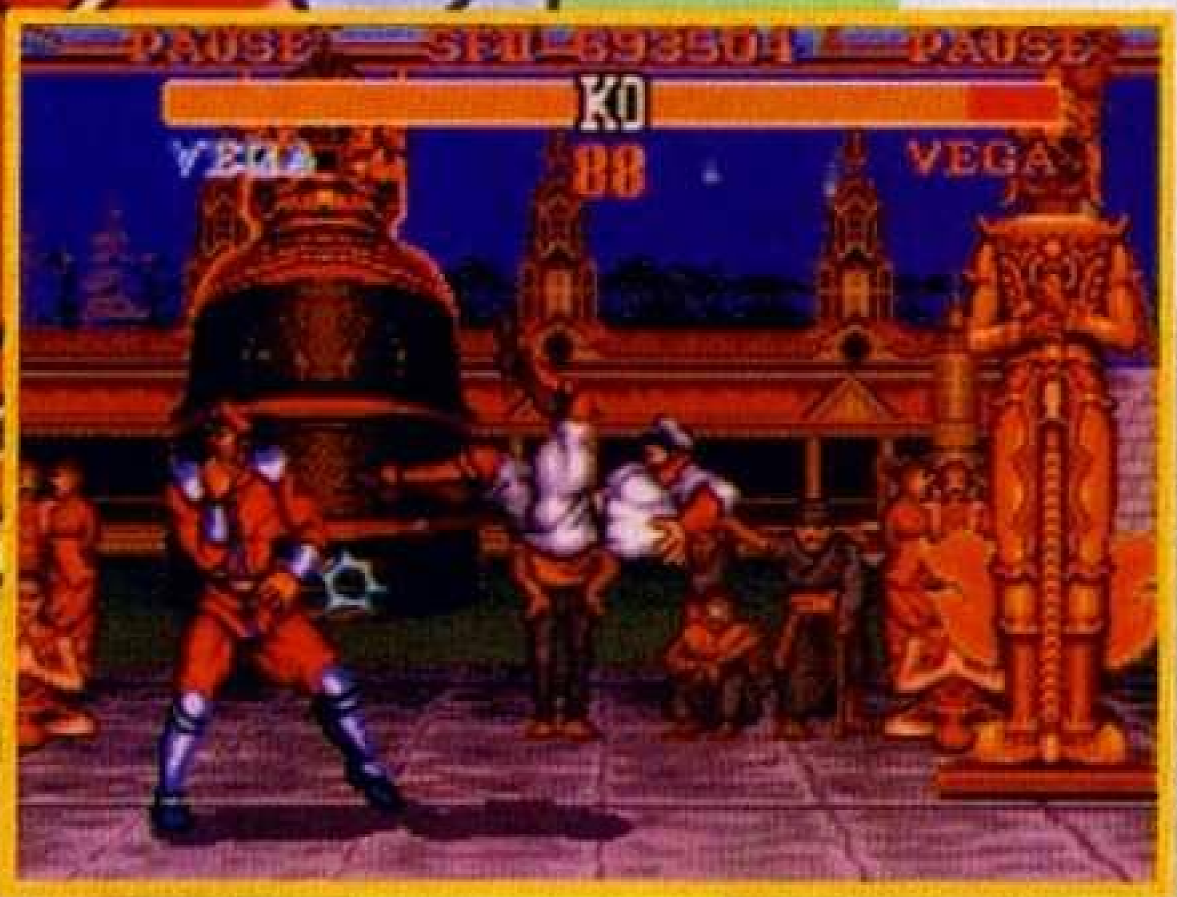
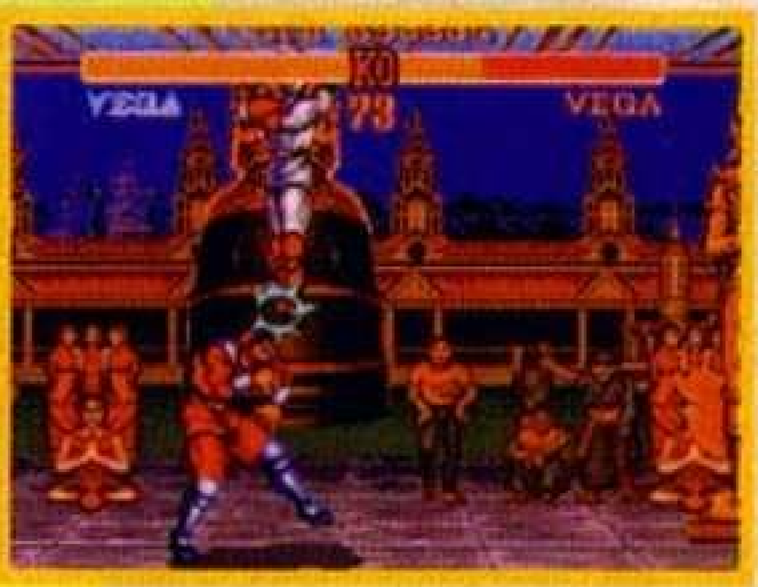
Characters and artwork © Copyright Capcom 1993



PSYCHO CRUSHER: Vega retains his ability to transform his entire body into a flaming torpedo, rushing headlong at opponents and setting them aflame. Laboratory tests conducted by our scientists have discovered no untoward activity to produce this move, and despite some controversy it remains perfectly legal.



DOUBLE KNEE PRESS: One of Vega's most effective moves, in which he launched forward on his toes and presses his knees into the opponent. Damage inflicted is huge for such an apparently simple move.



HEAD PRESS: Another famous move, this time improved for more speed. Vega launches himself a vast distance across the background to land at will on an opponent's head. This can be followed up with another attack by swinging around in mid-air for double damage action! Vega has the option of just leaping over an opponent if he so desires. This surprise attack is remarkably effective, and remains one of the key features of Vega's long-term success.

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

STREET FIGHTER II TURBO
HYPER FIGHTING
TURBO ★★★★★★★★★★
NORMAL
OPTION

CART SPEC

- **BY:** CAPCOM
- **PRICE:** TBA
- **RELEASE:** NOVEMBER
- **GAME TYPE:** BEAT 'EM UP
- **CART SIZE:** 20 MEG

GAME INFO

- **PLAYERS:**
2
- **CONTROL:**
Joypad
- **GAME DIFFICULTY:**
Easy to Tough
- **CONTINUES:**
Unlimited
- **RESPONSIVENESS:**
Excellent
- **1ST DAY SCORE:**
N/A
- **GAME ORIGIN:**
Based upon the hit coin-op from Capcom and follow up to the immensely successful Streetfighter II cart released last year.

CONTROLS

- **HOW TO PLAY:**
Select one of twelve characters than battle your way to the World Warrior Championship for eternal glory!

A	MEDIUM KICK
B	LOW KICK
X	MEDIUM PUNCH
Y	LOW PUNCH
L/R	L: STRONG PUNCH R: STRONG KICK
S	START: PAUSES SELECT: OPTIONS

- **NOTE:**
The buttons can be configured to whichever you prefer.

COMMENTS

TIM

I think I can safely put myself among the biggest Street Fighter fans in the entire world, and like everyone I've been waiting for Turbo much too long. Now that it's here I have to say that the cart has even exceeded my expectations, and in some ways it's even better than the coin-op. With FOUR game speeds to choose from and Normal (Champion) Mode, 12 characters, tons of new moves, better graphics, beefier sound and approximately 30 percent more SPEED this is a dream come true for Street Fighter fanatics and, in my view, the greatest game you're going to find just about anywhere. If I carried on I'd just keep heaping the praise, but I'm sure you get the general idea. Buy! Buy! Buy!

RAD

Everyone's been working themselves into a bit of a state about the release of Street Fighter Turbo, and, whilst I can see the attraction, I can't help but be a little disappointed by the final result. Yes, you can play the bosses and use the extra-special-new-top-extra-new moves, but that's all you get for the cash. The supposed Turbo speed is nippier than the original Super NES cart (which isn't hard) but still lacks the pace of coin-op. That's not to say Turbo is crap, because it's actually brilliant. The problem is that there just isn't enough in the cart to justify spending another £60 (or about a million pounds on import) if you've already got the not-dissimilar Street Fighter Ordinary Edition cart. One for hardcore Street Fighter nuts certainly, but unless you really want to play the bosses I'd think much hardly before parting ways with your payola.

STEVE

After more reader calls than I care to recall, Turbo is here at last - and, I can't help but feel a little let down. Yes, it is indeed an excellent conversion, and yes it is considerably faster than the original game. But then again, it does costs some sixty-odd quid on top of the existing version - and I don't think the few extra moves and speed can warrant a second purchase. Don't get me wrong, I reckon Turbo re-establishes Capcom's status as King of the beat 'em ups, but I'm just sceptical as to whether Joe Public should pay for so few extras - after all, would you pay another fifty quid for a version of Zelda which had a couple of extra houses added? Basically, Turbo is an excellent beat 'em up, and one which I whole-heartedly recommend to anyone who didn't buy the first. But owners of the first should only bother if they really must have a faster version.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	■
ACTION	■	■	■	■
CHALLENGE	■	■	■	■
REFLEXES	■	■	■	■
ORIGINALITY	■	□	□	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	■
MONTH	■	■	■	□
YEAR	■	■	■	□

PRESENTATION 97

▲ Surpasses the coin-op, with four (ten in cheat mode) playing speeds AND a Championship Edition mode! All the usual game modes are there, including the ability to select which backdrop to play against.

GRAPHICS 97

▲ The smoothest animation seen on the Super NES for ages. The backdrops have been tarted up, too, with a few colour tweaks here and there.
▼ There's not much new.

SOUND 96

▲ The backdrop music has been beefed up, and there's more speech, too - for instance, Balrog now shouts to accompany some of his punches.
▼ The title tune is still a little weedy.

PLAYABILITY 98

▲ Fans of SF2 will be immediately at home and the new moves are extremely easy to access. In addition, the speed adds to the game's difficulty which makes for a more exciting game.

LASTABILITY 94

▲ Open-ended and almost limitless. 12 characters and 12 locations, makes for loads of in-game combinations.

▼ There's nothing startlingly new...

OVERALL 97

A brilliant conversion and everything a Turbo fan could have hoped for. One of the best games ever to grace the Super NES, but do you want to pay extra for a handful of extras?

DON'T BE A MONSTER ASTRO-GEEK AND MISS OUT ON THE BIGGEST HAPPENING FOR 65 MILLION YEARS.

* MONSTER
~HUGE
COMPETITIONS
WHICH LEAVE
OTHER SAD MAG
IN THE SHADE.

* TOP~
BANANA
FEATURES WITH
EUROPE'S
BIGGEST
STARS.

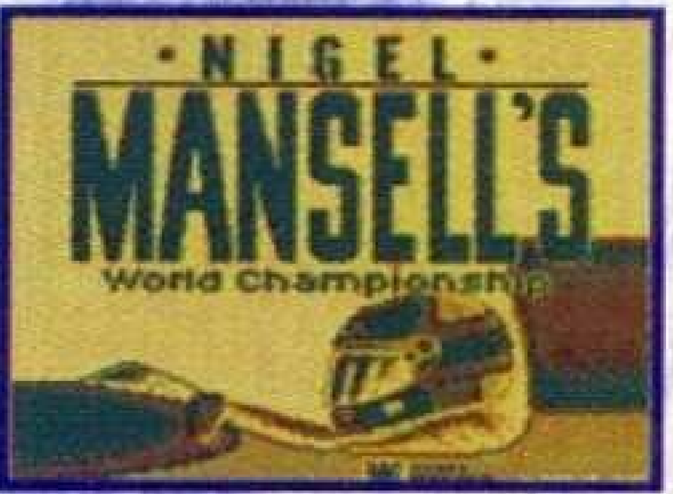
* MASSIVE
NEW SIGNING
OF FOOTBALL'S
BIGGEST-EVER
NAMES.

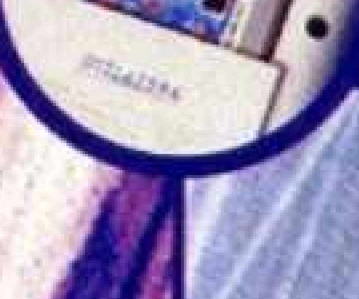
MATCH

THE BIG~VALUE FOOTY MAG WITH IDEAS YEARS AHEAD OF THE REST.

REVIEW

GAME BOY





CART SPEC

- **BY:** GREMLIN
- **PRICE:** £24.99
- **RELEASE:** SEPTEMBER
- **GAME TYPE:** DRIVING
- **CART SIZE:** 2 MEG

GAME INFO

- **PLAYERS:** 1
- **CONTROL:** JOYPAD
- **GAME DIFFICULTY:** EASY
- **CONTINUES:** PASSWORD
- **RESPONSIVENESS:** A BIT SLOW
- **1ST DAY SCORE:** *Came first in just about every race.*
- **GAME ORIGIN:** *Conversion of the acclaimed Super NES title.*

CONTROLS

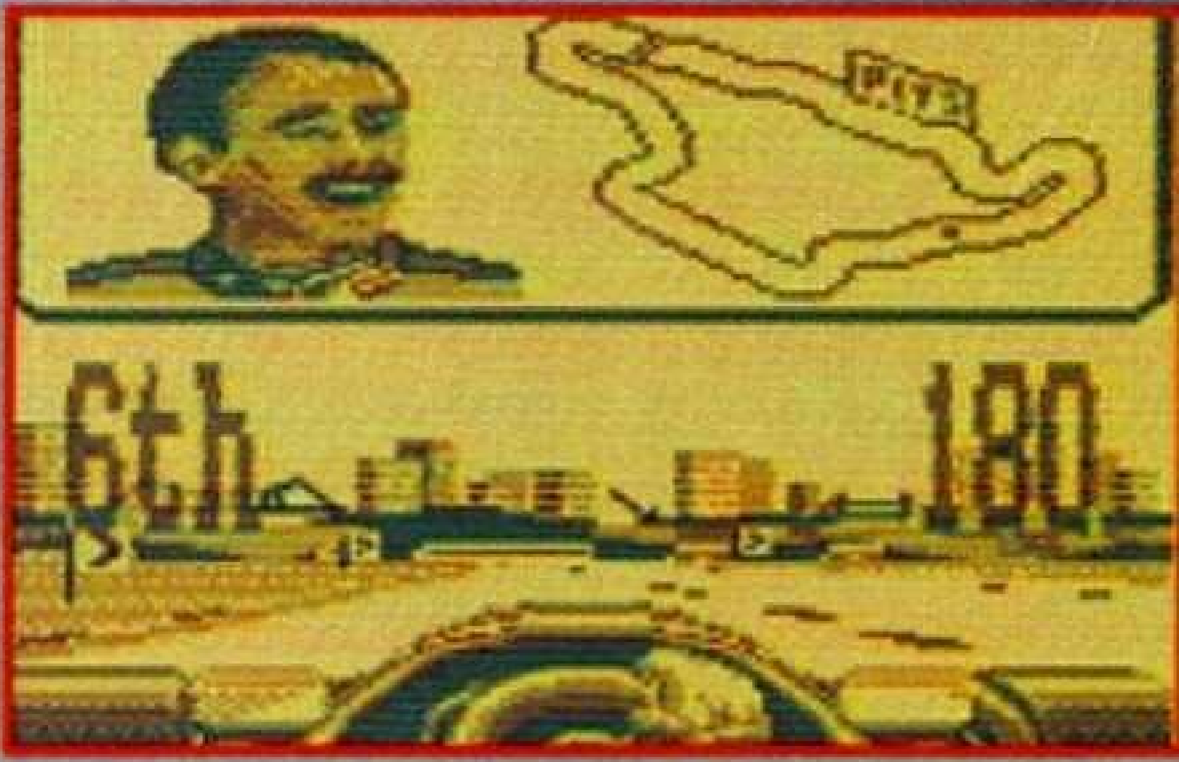
- **HOW TO PLAY:** *Use your steering skills to win all the races.*

A **Brake**

B **Accelerate**

S **SELECT BUTTON:** *Quit*

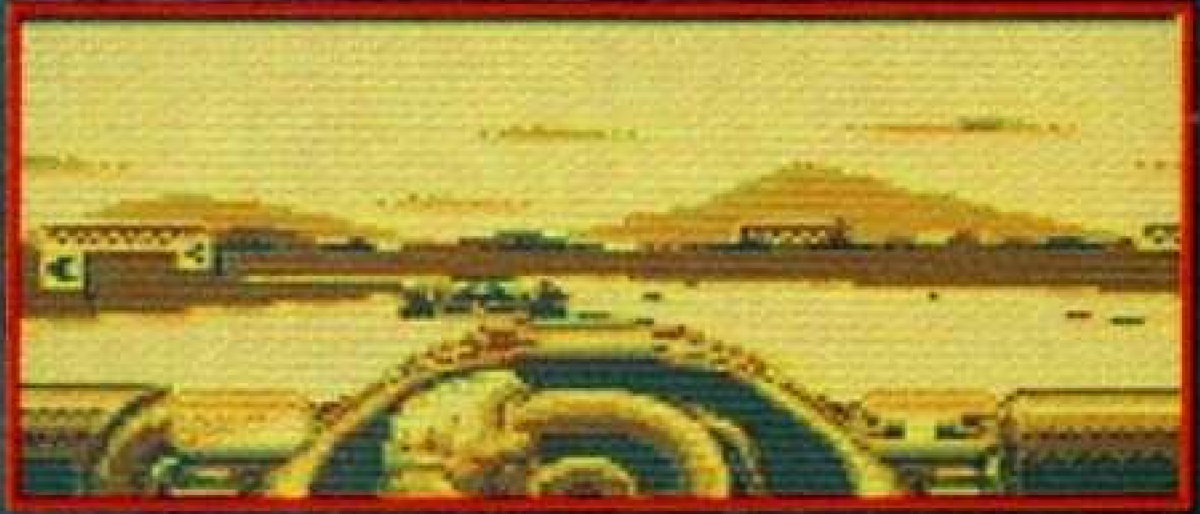
S **START BUTTON:** *Pause/unpause*



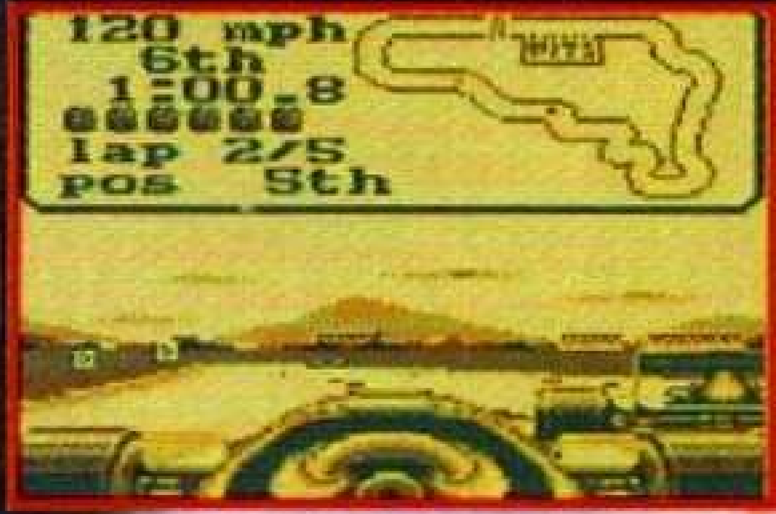
·NIG
MANS
World Cha

Nigel Mansell. A British hero long synonymous with his mastery of one field dear to the hearts of the inhabitants of this fair nation. Utter misery. Yes, Nigel Mansell, the man who eagerly awaits the first sign of cloud in June, just so he can say "Well, that was summer then" and suck on his gums. Allegedly. I mean, have you ever seen the bloke crack a smile? Or at least look like he was in some vague way enjoying himself, or was quite pleased with the way things had turned out? No, thought not. However, he is a pretty good driver, so it's not surprising that there's this new game license based on his exploits.

It's your job, as the player, to steer his car around the race courses of the world in this cockpit-view racer from Gremlin. All the major teams of the world circuit are represented, and the general idea is to score more points through victories than all your rival teams.



With one arm out of the window, Nige tries cruising past some girls.

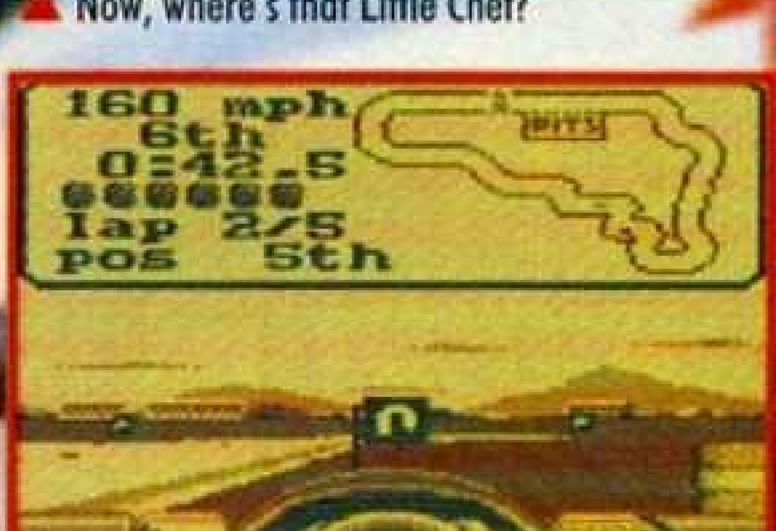


Now, where's that Little Chef?

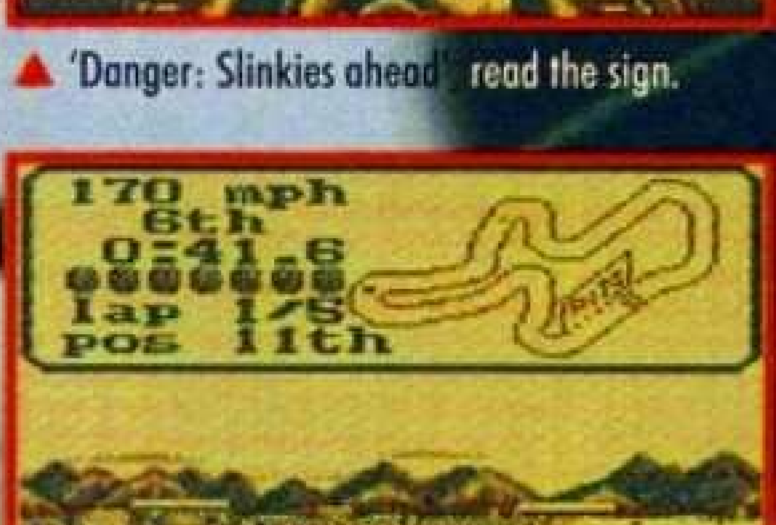
COMMENT

RAD

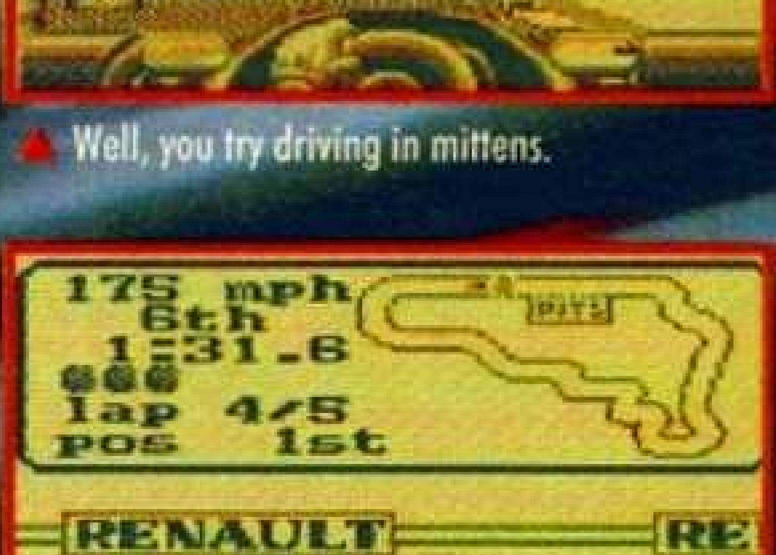
Converting the all-singing soft-shoe-shuffling Super NES racer to the Game Boy is a pretty brave move, and Gremlin very nearly pulled it off. Most of the options survived intact, and the courses are the same ones Super NES owners would be used to. There's also a password system that allows you to save your campaigns for world circuit domination. However, before anyone gets too excited, the gameplay lets all this promise down somewhat. The controls are a little unresponsive, so your car is sluggish to change direction. Also, all the roads seem to be permanently covered in black ice because all the cars to slide around, making it more like Super Teflon Friction-Free Hovercraft Racing than anything - ie not very realistic. There are also a couple of game logic problems which see your car smashing into obstacles on one side of the rack when in fact you were steering in the other direction. Also, that big tournament isn't quite so exciting once you realise how easy it is and are suddenly crowned World Champion. Game Boy motor fans would be better off hunting down the spectacular F1 Race instead.



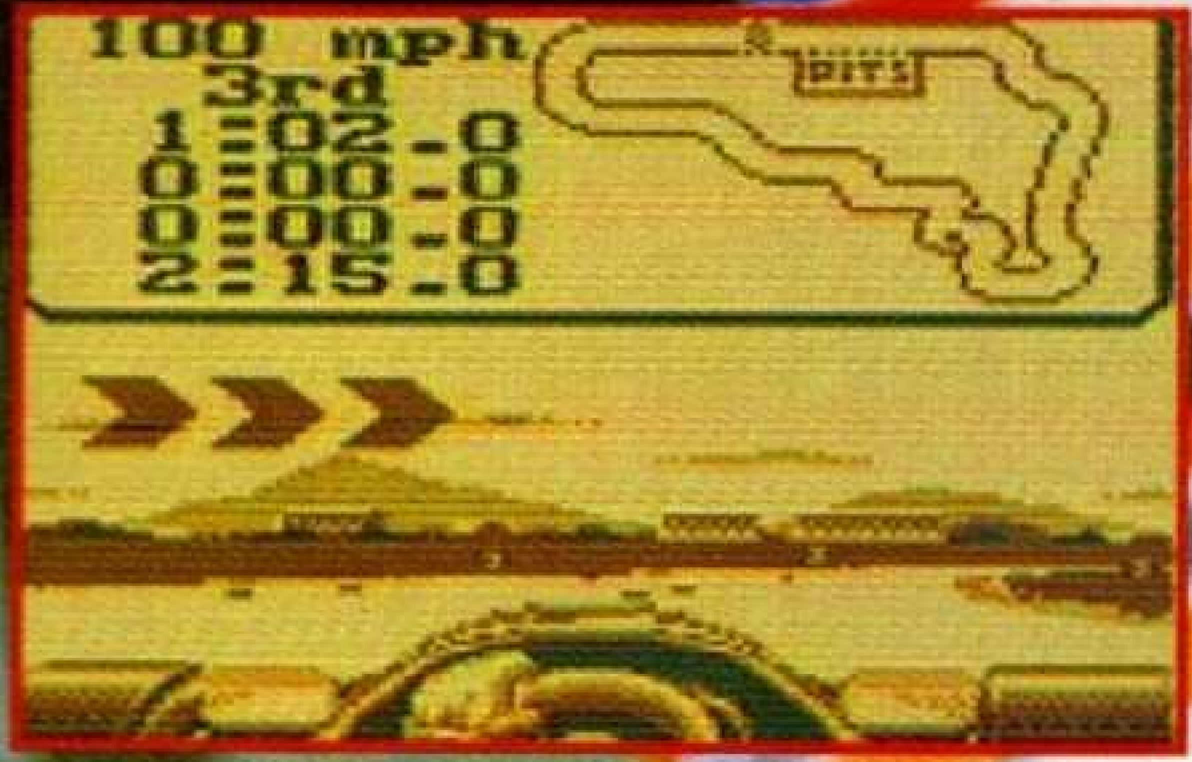
'Danger: Slinkies ahead' read the sign.

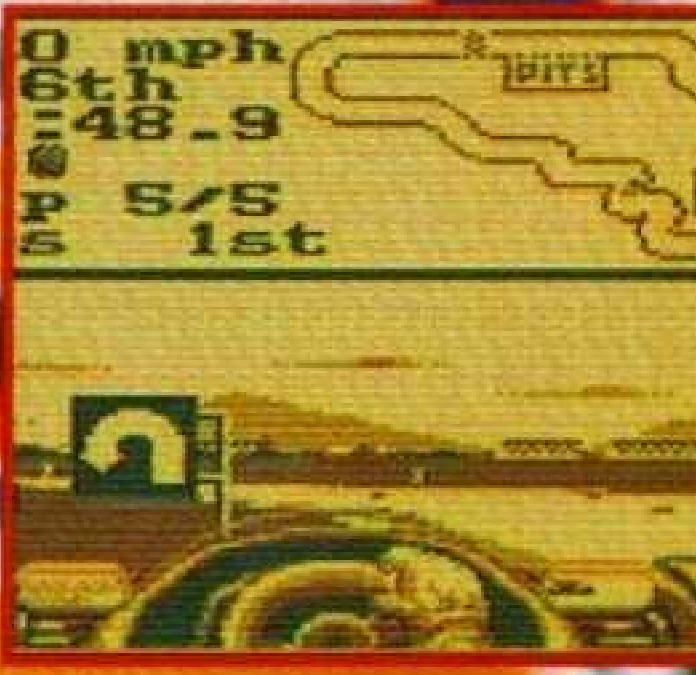


Well, you try driving in mittens.



Waiting for the barrier outside the car park.

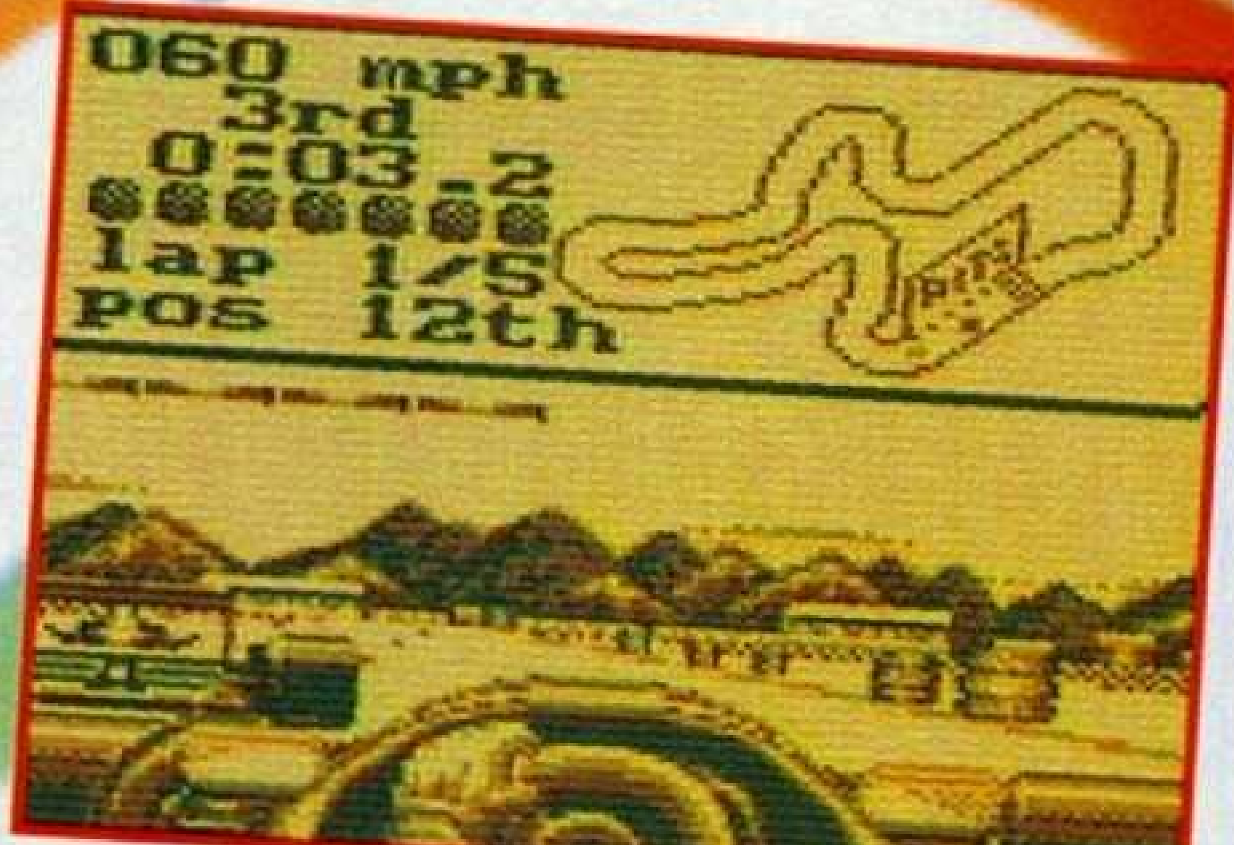




▲ The perils of driving for over eight hours.

EL • ELL'S

ionship



GORDEN KAYE

It's advisable for first-time drivers to take a couple of lessons, so they know how cars work and so forth. This fundamental rule of driving is obeyed in Nigel Mansell racing, too. Learners have the opportunity to test out each track in a practice capacity before attempting them at Grand Prix level. To help new players out, arrows indicate when to steer, and, by the number of arrows displayed, the severity of the turn itself. Also, each lap in the practice run is played using only one gear, with the auto box changing up one at the end of every lap. You can practice until you're comfortable with the course - a lap timer shows your best lap time, helping you shave precious instants off of your records.

RICK ALLEN

Before each race it's advisable to check the status of your posh motor, just to make sure everything's hunky-dory. The main consideration has to be the weather forecast - if it looks like blustery rain-swept conditions it's very likely you'll need some adjustments. A full list of the customisations available is displayed here.

TYRES: Soft, hard, or wet grip tyres are available. The use of tyres depends on the twistynessossity of the track and, of course, whether it's raining or not.

AIRFOIL: It's no use having an acutely angled airfoil if the conditions are bad. Likewise, there are times when it's best or worst to use either the shallow or medium models.

GEAR RATIO: Hard blokes with nerves of steel and superhuman driving abilities are more than likely going to pick the high ratio, whereas less experienced and drivers looking for more road-holding than speed should opt for low or medium.

GEARS: There's a choice between automatic gear changes for beginners and a manual gearbox for hardened pros.

SPEED: To keep our Euro partners content there's a choice between whether your current speed is displayed in mph or km/h. How handy.

COMMENT

ANDY

At first sight, Mansell looks great, especially considering the limitations of the monotone screen. There's a full complement of World GP tracks and more options than you'd want to shake a stick at. In short this is a semi-replica of its Super NES big brother. But therein lies the problem, all the great graphics and options have been included at the expense of playability. Once you've trolled through the multitudinous options and have set up your racer you soon find that what should have been a high-speed extravaganza turns out to be a Sunday afternoon drive with an inebriated vicar - and you still manage to win every time! Hey, but the scenery's nice. Seriously though, if it's a good no-nonsense racer you're after, check out the ageing, though still smart, F-1 Race first, it may not have the fancy touches of Mansell, but it's fast and four of you can play, too. Sorry Nige!

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	□	□
ACTION	■	■	□	□
CHALLENGE	■	□	□	□
REFLEXES	■	■	■	□
ORIGINALITY	■	□	□	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	□
DAY	■	□	□	□
WEEK	■	□	□	□
MONTH	□	□	□	□
YEAR	□	□	□	□

PRESENTATION 87

▲ Loads of options and things to do and intermission screens and that.

▼ Title screen is a bit iffy - the programmers have added a smile to Nige's face, making him look really odd.

GRAPHICS 80

▲ Very good scrolling, other cars are adequate, if indistinct.

▼ Roadsigns are hard to define.

SOUND 68

▲ Well, there's a couple of tunes there.

▼ In-game engine noise is monotonous.

PLAYABILITY 67

▲ Loads of races.
▼ Slidey movement, poor responsiveness and a slow game speed.

LASTABILITY 65

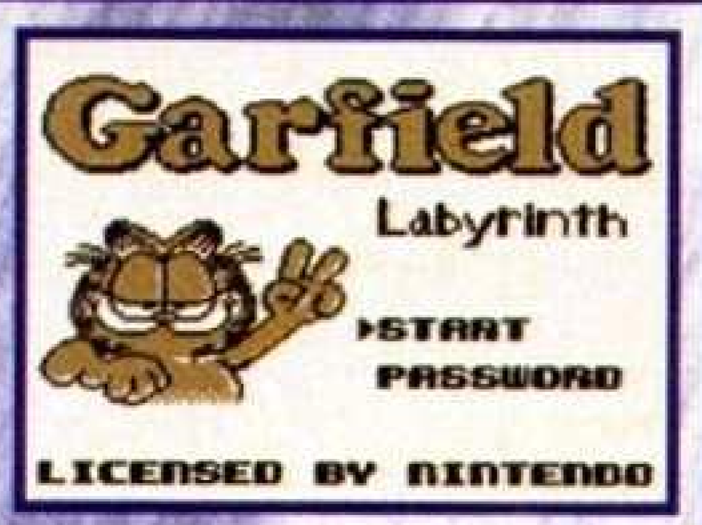
▲ Zillions of tracks and a long World Circuit.
▼ Too easy and not interesting enough to keep you going for long.

OVERALL 61

A nice try, but Mansell's still comes across as a big disappointment. Back to the pits, lads...

REVIEW

GAME BOY


Garfield
Labyrinth
▸START
PASSWORD
LICENSED BY NINTENDO

CART SPEC

- **BY:** KEMKO
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 1 MEG

GAME INFO

- **PLAYERS:** 1
- **CONTROL:** JOYPAD
- **GAME DIFFICULTY:** MEDIUM
- **CONTINUES:** INFINITE
- **RESPONSIVENESS:** GOOD
- **1ST DAY SCORE:** STAGE 7
- **GAME ORIGIN:** *Garfield originally appeared in the newspaper funnies section, but now has his own cartoon series and generally turns up on everything everywhere.*

CONTROLS

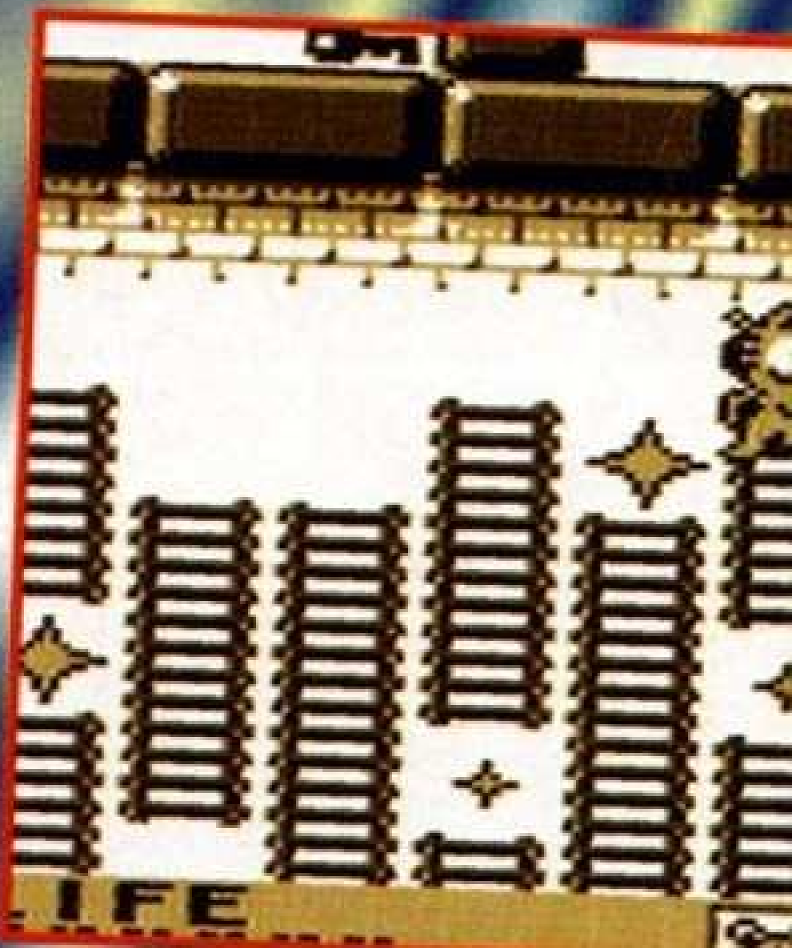
- **HOW TO PLAY:** *Guide Garfield around each platform stage collecting enough stars to get the key that unlocks the magic door to the next stage.*

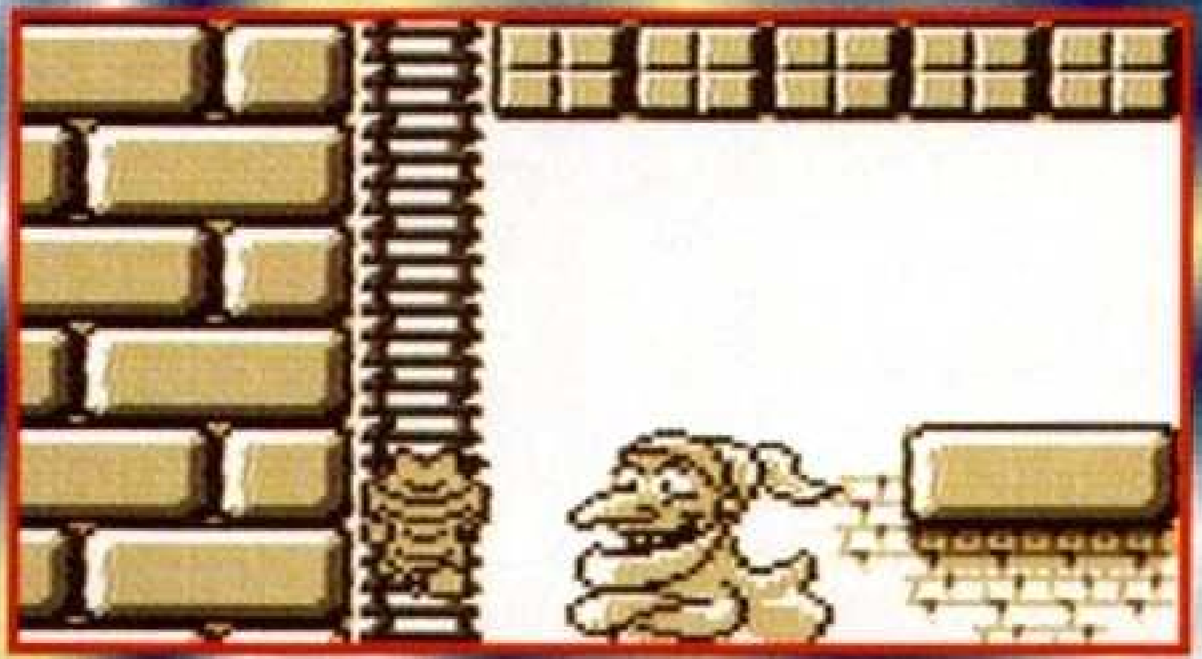
A	*Use drill/select object*
B	*Jump*
S	*SELECT: Nought*
S	*START: Pause/displays objects collected*

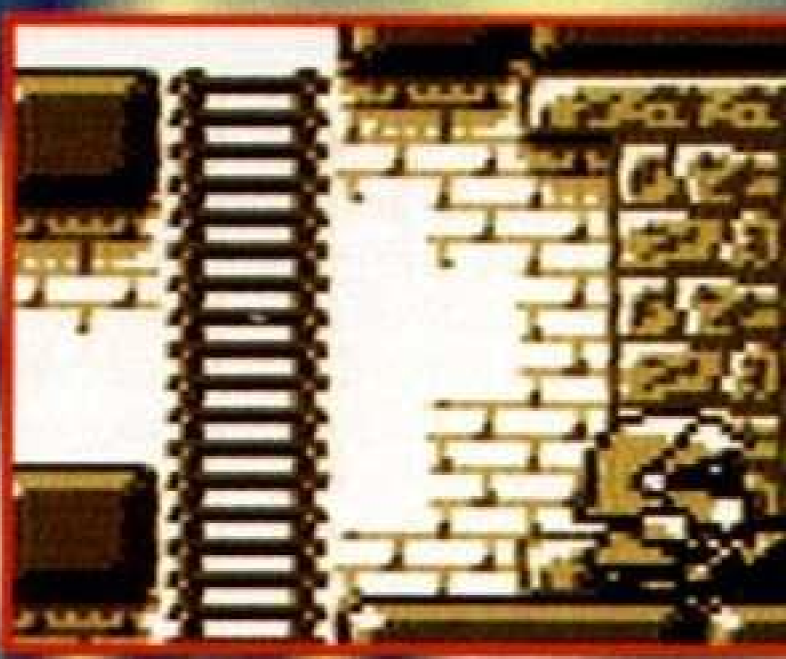
Ga

Okay, hands up anyone out there with a stick-on-Garfield? Come on, let's see those hands! I've got something I'd like to say to you - five years ago it was mildly amusing, perhaps likely to provoke a delicate grin, but now it's JUST NOT FUNNY!! It's also the most probable cause of thousands of road accidents with drivers staring at each others 'hilarious' Garfields, nervously assuring themselves that their one has the wittiest statement on its T-shirt!!

Garfield really has to make the most of his feline noodle in this platform puzzler. There are 40 stages for the slothful rascal to conquer, and only by collecting the key that opens the magic door is he able to progress from one stage to the next. Whether or not Garfield manages this depends on his ability to find enough stars to fulfil his quota. A seemingly simple task, but that doesn't account for the multitude of baddies determined to turn the lovable fatso into cat-o-meat. Fortunately though, if Garfield can hunt down any bombs he can use them in his defence. Just to put the icing on the cake each stage is a race against the clock so thinking fast is a priority. With all this to contend with it's a good job cats have nine lives!







COMMENT

ANDY

I got the feeling I really wasn't going to like this game, but I must confess that I got quite involved. The trial and error nature means you make a bit of headway every time you play and because the controls are fairly smooth you're happy to come back for another go. The password system is essential because once you do complete a stage it becomes a bit pointless to repeat it. It would have been nice if they had included a few bosses to introduce a further dimension to the game, but as it stands it has got enough to it to warrant as a good title on the Game Boy.

PNEUMATIC CAT

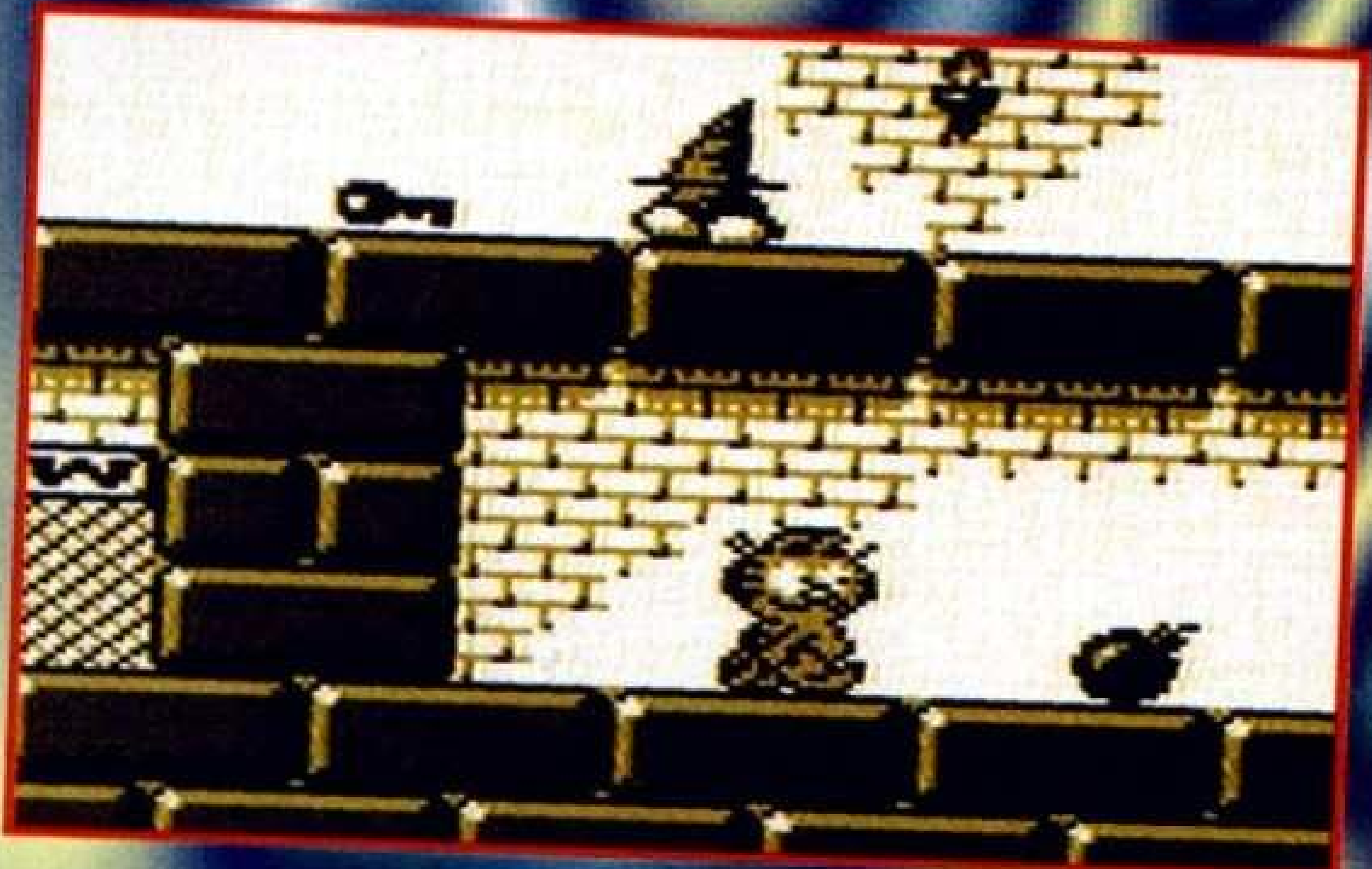
For some reason Garfield comes equipped with a pneumatic drill. There are certain blocks that he can drill through to get to stars or bonuses. Beware though because although the blocks may disintegrate they reappear after a short time. In some circumstances this means he has to drill very quickly before they materialise on top of him and it's bye bye Garfield!

A TOM CAT BOMB CAT

Garfield also is able to make full use of the bombs dotted about on each stage. When he wants to use them he simply selects them from his objects menu and puts them down where he is standing. It won't go off until one of the criminally stupid baddies decides to walk into it and explodes in a puff of smoke! Bombs only destroy enemy sprites though and are useless for anything else.

STARS IN THEIR CATS EYES

When Garfield begins a stage the number of stars he has to collect is registered in the corner. Only when he has gathered the required number is he given the key that opens the magic door. Sometimes it is worth trying to find the door first and just pick up stars on the way. Some stars are stuck in the most awkward places which inevitably involves finding a key to open a door, crossing water, frenzied drilling and so on.



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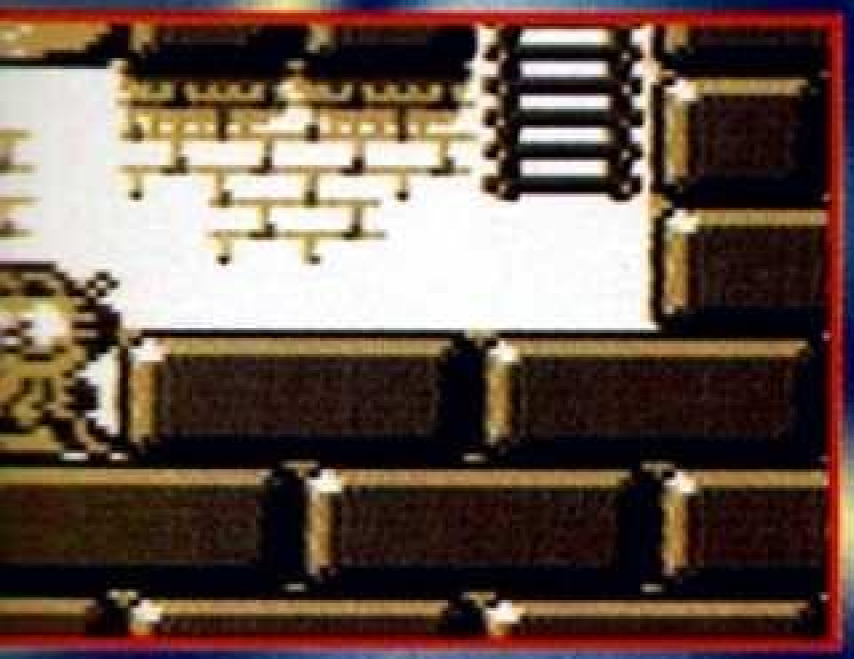
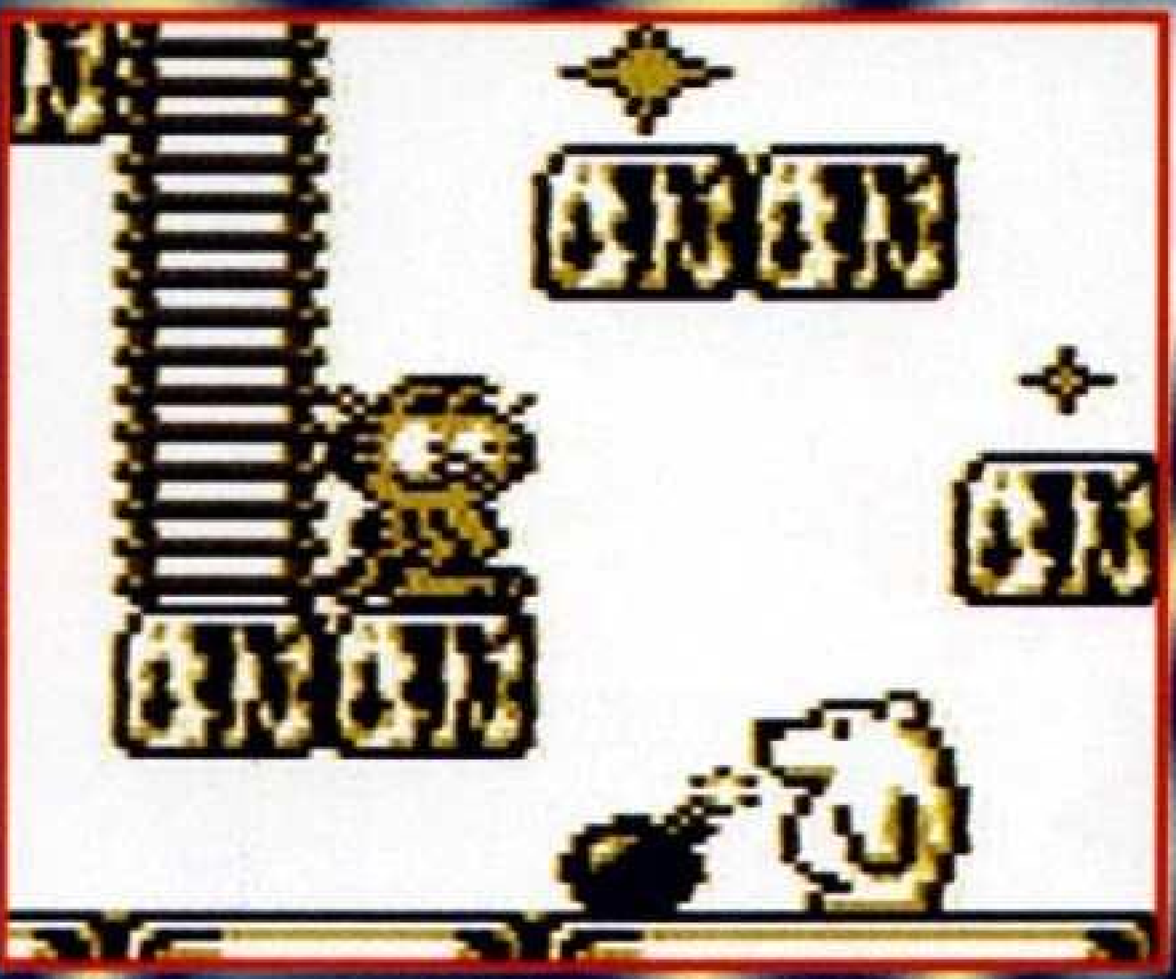



▲ Hello Tigger...Meow...meow...meow.

COMMENT

ROB

Sometimes games that try to combine strategy with action tend to lose out in both departments. Fortunately that's not the case here. The great thing about Garfield is that it's got plenty to keep you occupied and entertained. If you're not trying to contend with ghosts, mummies or whatever then you're drilling through blocks, desperately trying to get your hands on more stars or a key. As you move through the stages things get more complex, and frustrated as I might get, I had to keep on plugging away until I figured out the way to the next stage. This isn't the sort of game that is likely to appeal to everyone. If you're after pure action you won't find it here, but fans of games involving a bit more brain work as well as a bit of platform action will be more than satisfied with Garfield.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	☐
ACTION	■	■	☐	☐
CHALLENGE	■	■	■	■
REFLEXES	■	■	☐	☐
ORIGINALITY	■	■	☐	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	☐	☐
MONTH	☐	☐	☐	☐
YEAR	☐	☐	☐	☐

PRESENTATION 86

▲ A pretty title sequence and much needed password system.

▼ There are no options to speak of.

GRAPHICS 85

▲ The sprites are typically cute and move fluidly.

▼ The backdrops are a bit bland.

SOUND 75

▲ A wonderful cheese grating tune that you'll love - at first...

PLAYABILITY 85

▲ It's very easy to get to grips with and the puzzle element involved keeps your mind buzzing. No problems with collision detection and jolly responsive!

LASTABILITY 80

▲ Well graduated difficulty. The later levels get very taxing.

OVERALL 84

If you're a fan of platform-puzzle games or just want something that makes you think a bit more, Garfield is well worth checking out.

REVIEW

Nintendo
ENTERTAINMENT SYSTEM®

BATTLETOADS DOUBLE DRAGON
- THE ULTIMATE TEAM -
©1993 RARE LTD.
LICENSED TO TRADEWEST BY RARE COIN-IT, INC.

CART SPEC

- **BY:** TRADEWEST
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** BEAT 'EM UP
- **CART SIZE:** 4 MEG

GAME INFO

- **PLAYERS:**
1-2
- **CONTROL:**
JOYPAD
- **GAME DIFFICULTY:**
EASY APART FROM THE SKIMMER BITS
- **CONTINUES:**
5
- **RESPONSIVENESS:**
NOT TOO BAD
- **1ST DAY SCORE:**
COMPLETE FIRST THREE LEVELS
- **GAME ORIGIN:**
An amalgamation of the classic Double Dragon and Battletoads games.

CONTROLS

- **HOW TO PLAY:**
Guide your toad/street warrior through the levels of beat 'em up action.

A Attack

B Jump

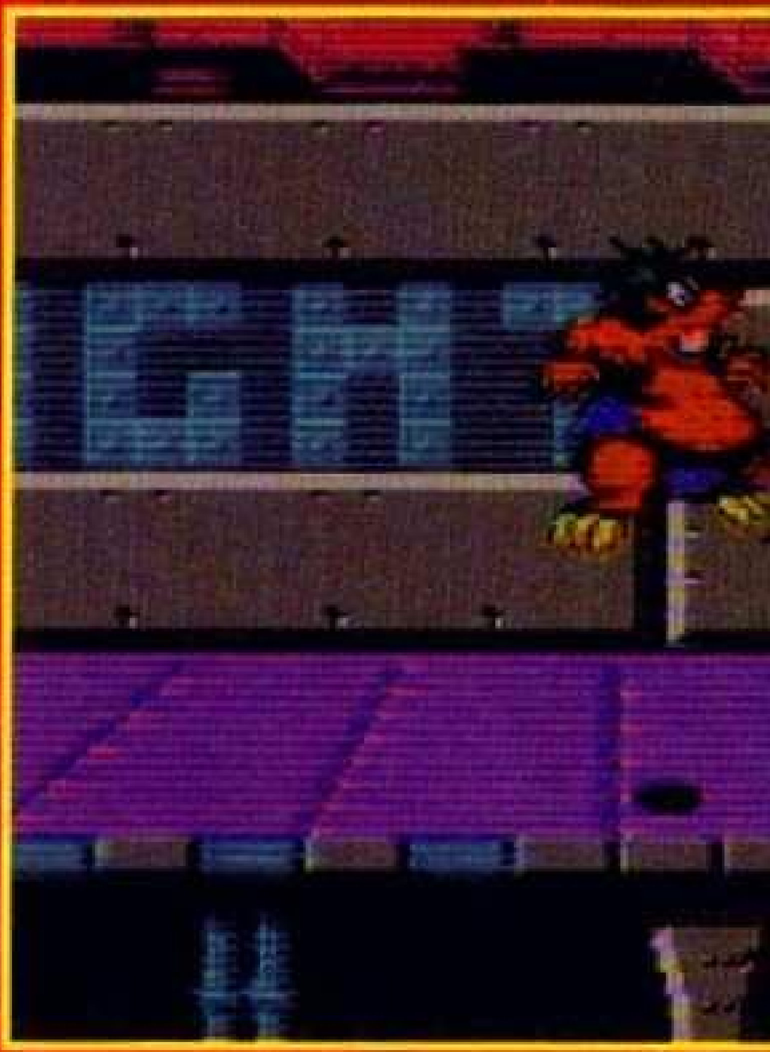
S **START:** Pause/unpause the game

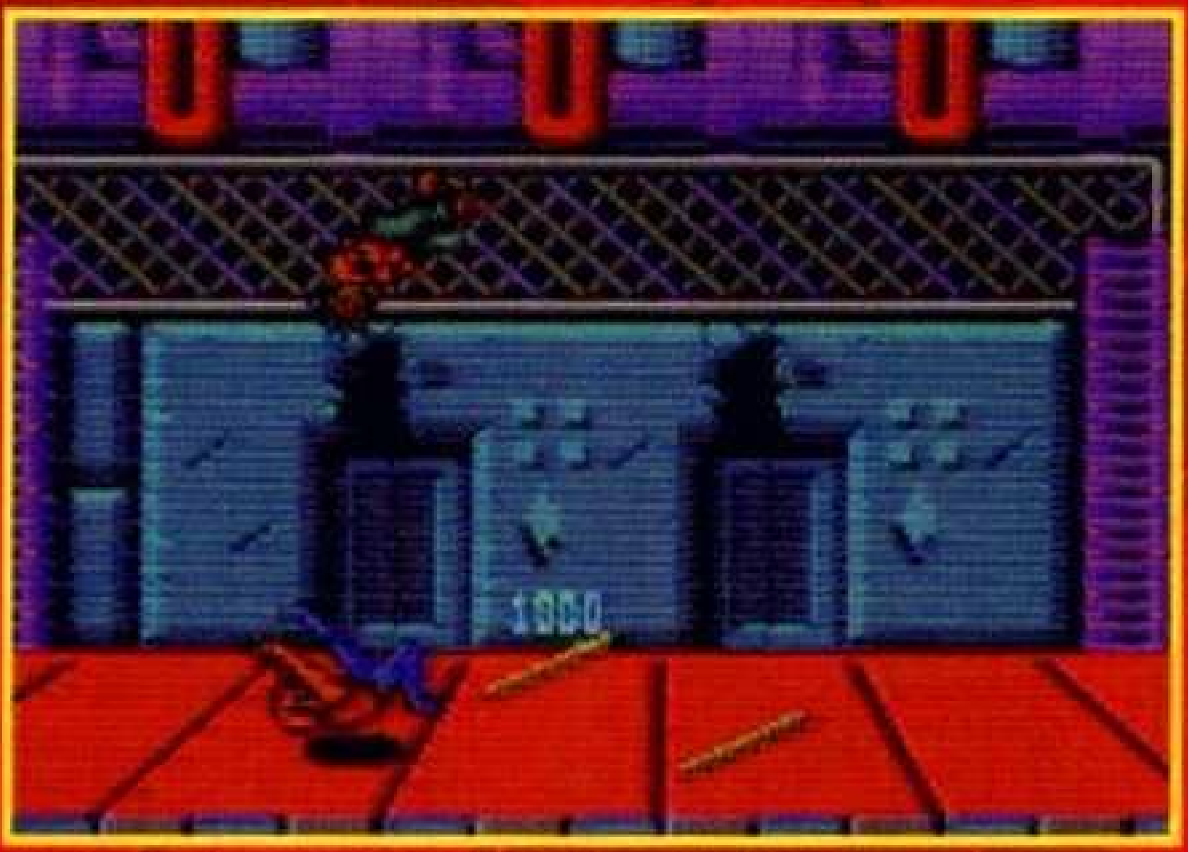
S **SELECT:** Nothing

BATT DO DR

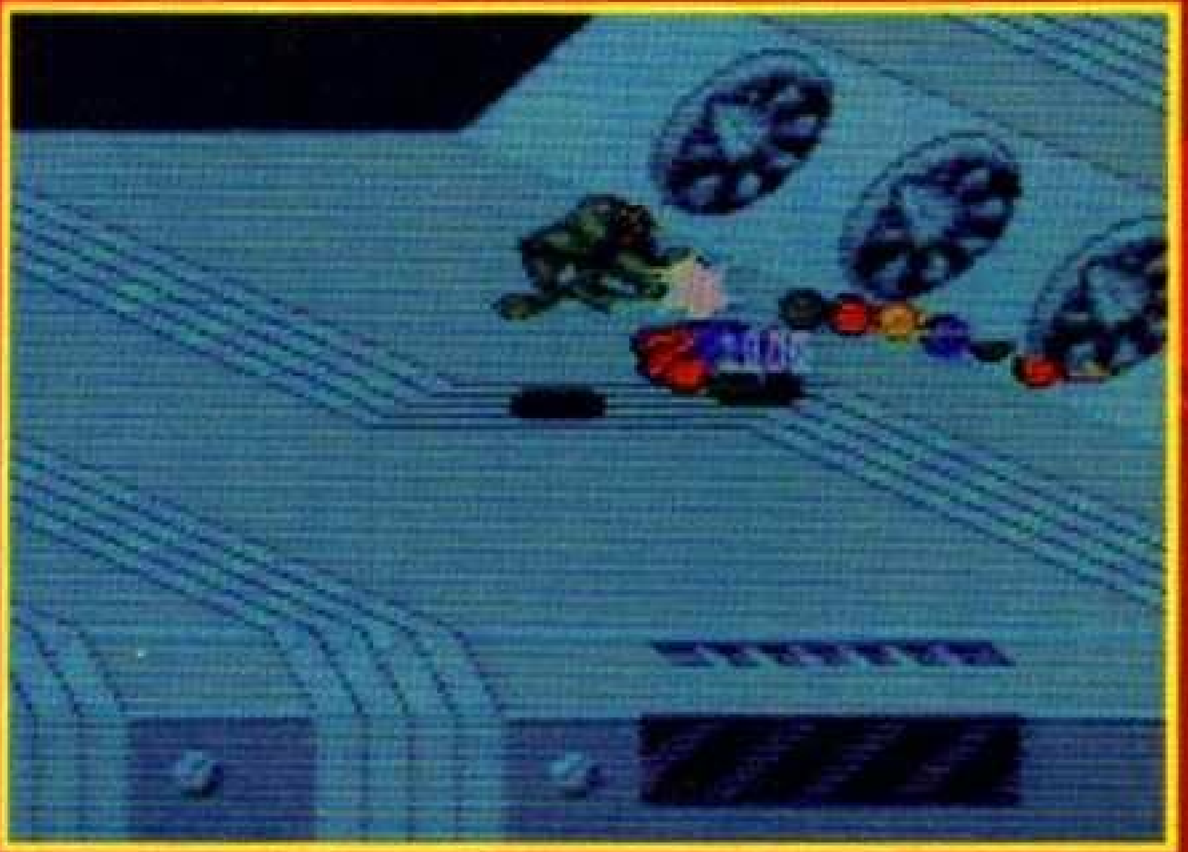
The world of adventure thrives on plot contrivances. Can you imagine what the world would be like today if adventure-loving Indiana Jones had left school to explore Africa and seek his fortune rather than spending the next twenty years at University reading archaeology? What if Luke Skywalker and Princess Leia weren't actually brother and sister at all? Han Solo would have been right miffed, that's what. So, being of the cartoon persuasion, the Double Dragon brothers weren't too surprised to find themselves whisked off to another universe in a completely separate time zone for no apparent reason by a bunch of seven foot amphibians.

Of course, the Battletoads (for it is they) weren't too confused by their time/space hopping orders, knowing full well the whimsy of plot writers and licensees. Now the two famous beat 'em up crews find themselves fighting back-to-back in a mighty space thumpin' 'n' punchin' adventure of huge proportions, despite the obvious communication problems cross-species continuum-warping escapades often provide.

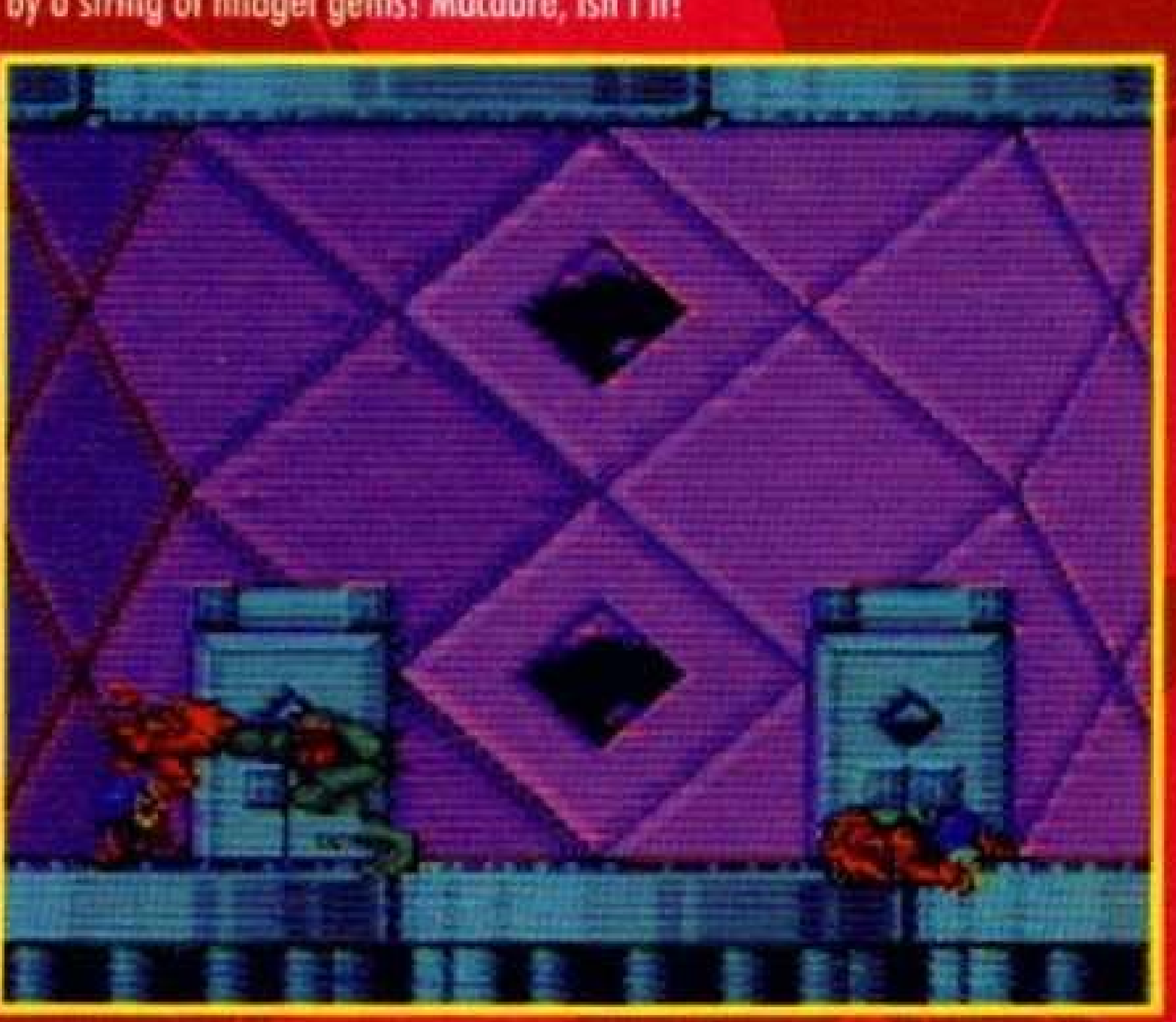


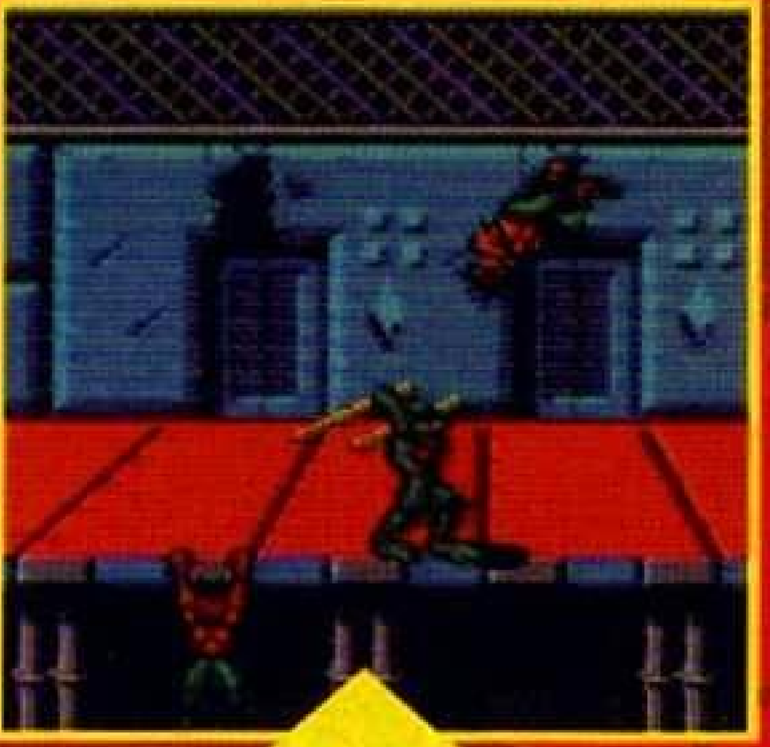


▲ Come and get me you big hunk. Sharroogah!!!



▲ Now there's something you don't see every day. A toad being attacked by a string of midget gems! Macabre, isn't it!





NEW 3-IN-1 DIMENSIONS

A whole new dimension has been added to Battletoads Double Dragon - literally! Should your character venture far enough down to the bottom of the screen, or near enough to the top on certain levels they drop down, grabbing hold of the edge of the floor. Play now continues with your hero valiantly flailing around kicking enemies off the cusp of the play environment. This tactic is also employed by climbing the hordes of ladders and meshes that adorn the majority of the levels. Hooray.

LETOADS UBLE AGON

▲ Zit realised - all too late - that this was a bad time to do the can-can.

JET SKIMMERS. HOORAY.

Probably the most popular part of the original Battletoads game was the jet skimmer level. Actually, that's a bit of a fib. Probably the most annoying and frustrating part of the original Battletoads game was the blimmin' jet skimmer level. And you'll never guess what? It's managed to make the transition over to this incarnation too. Still, never mind, it's been completely changed beyond recognition. The object of this section is to dodge around a number of obstacles, a ghost image of which flashes on-screen before the real thing appears. Also, in this sequel a number of your deadliest enemies have mounted up, and it's necessary to beat them all into submission whilst riding along to avoid horrible death. Hang on a minute, isn't that just exactly the same as all other jet skimmer levels? Doh!

▲ If... If only Zit could reach the rope. If... If only Andy could find anything useful or informative to say about this rather dreary picture...

COMMENT

RAD

The original Battletoads was something of a classic on the NES and Game Boy, and by contrast the Double Dragon games available on the NES are all rather puny. So thank flippery that whoever designed this title took their cue from the amphibian-based games. Alright, the beat 'em up action is nothing new, but there's something very satisfying about it all. There's also plenty of variety, both in the action, enemies and the herds of different moves available - a new one seems to appear every level. The skimmer stage, which was a bit of a bind in the original is actually pretty good fun and makes a nice break in the events. If you're a beat 'em up fan this is definitely worth considering, especially if you don't already own the original Battletoads.

▼ Un punch devastatament a la region de schlong!

REVIEW

Nintendo
ENTERTAINMENT SYSTEM

WHEN I WAS A CHILD I WAS SO WELL FED

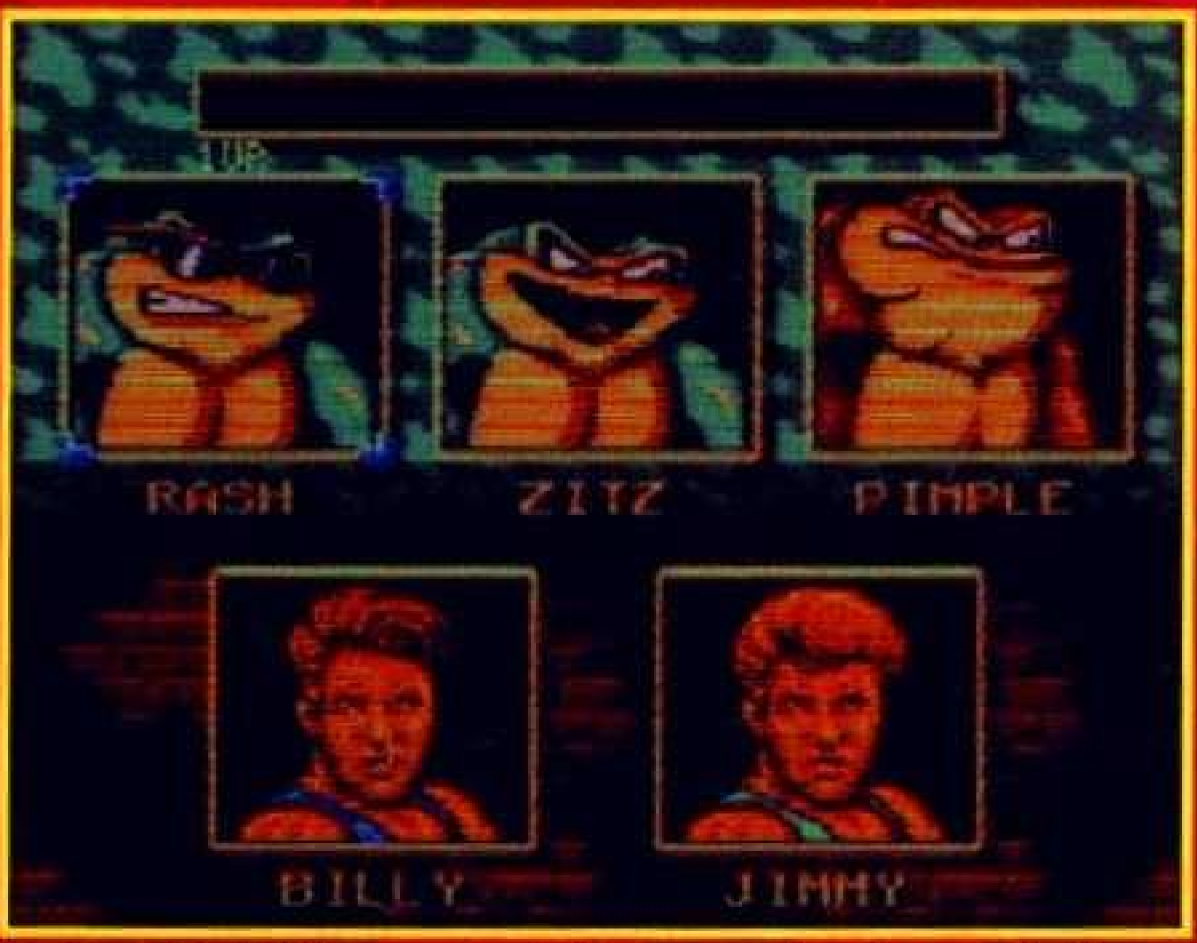
Scattered around every level are metallic eggs. Smashing these reveals one of many power-ups. The full whack of these goodies is listed here in its entirety:

POINTS BONUS: Whatever figure is displayed is the number of points awarded for picking up this gift.

ENERGY REPLENISHMENT: This doobry replaces up to three units of lost energy and is probably the most commonly found bonus.

INVINCIBILITY: Looking not unlike an aspirin this handy tab protects your character from injury for a rather short while.

1-UP: Grant yourself an extra life by grabbing this handy little icon, perfect for all occasions.



▲ Surreal isn't it? I mean a bunch of grown men hanging around with a gang of toads. Still, they're only digitally produced computer sprites when all's said and done. I suppose that makes it okay then. Ho Hum.

COMMENT

ROB

I wonder how these characters got together? Was it it the old "You're me besht mate!" syndrome after the five of them got together for a beer and back slapping session down their local? I suppose we'll never know. Whatever the circumstances though, The Ultimate Team makes for some pretty good fun. There are no breaks from what you expect of a typical beat 'em up, but the action is fast, the controls are easy to get used to and there are enough diverting activities to save it from being too predictable. It does have its faults though, and they can prove particularly frustrating at times. Instances like a character deciding to climb a ladder or wall simply because he's close to it, or pick up an iron bar when all you want him to do is punch the hell out of the enemy. If you've got a really naff game on your hands it's problems like this that encourage you to hack the machine to pieces, and while there were a few occasions when such violent passion seemed tempting, I refrained. You see, although the game is unpolished in some respects, the nicely graduated difficulty and variety of skills I had to get to grips with kept me suitably enthusiastic. Not the best beat em'up you'll play but fun all the same, so there!

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	☐	☐
ACTION	■	■	■	■
CHALLENGE	■	■	■	☐
REFLEXES	■	■	■	■
ORIGINALITY	■	■	☐	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	☐
MONTH	■	☐	☐	☐
YEAR	■	☐	☐	☐

PRESENTATION 79

▲ Loads of options and intermissions.

GRAPHICS 63

▲ Nice enough backgrounds.

▼ Sprites are small, indistinct and a bit wobbly.

SOUND 62

▲ Tunes are bearable enough.

▼ Effects are muffled and samey.

PLAYABILITY 83

▲ Loads of action, variety and death aplenty.

▼ Can be frustrating at times.

LASTABILITY 80

▲ Lots of levels, and it's one of those games you'll play again once you've completed it.

OVERALL 82

A great example that shows the NES still has some great releases. Might not be to everyone's taste, though.

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

• 1 PLAYER
2 PLAYERS
LEVEL MEDIUM

CART SPEC

- **BY:** INFOGRAMES
- **PRICE:** £44.99
- **RELEASE:** SEPTEMBER
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 4 MEG

GAME INFO

- **PLAYERS:** 1
- **CONTROL:** JOYPAD
- **GAME DIFFICULTY:** AVERAGE
- **CONTINUES:** INFINITE
- **RESPONSIVENESS:** GOOD
- **1ST DAY SCORE:** Reach World III-IV
- **GAME ORIGIN:** This is Asterix's Super NES debut. It's basically an enhanced version of an old Master System title.

CONTROLS

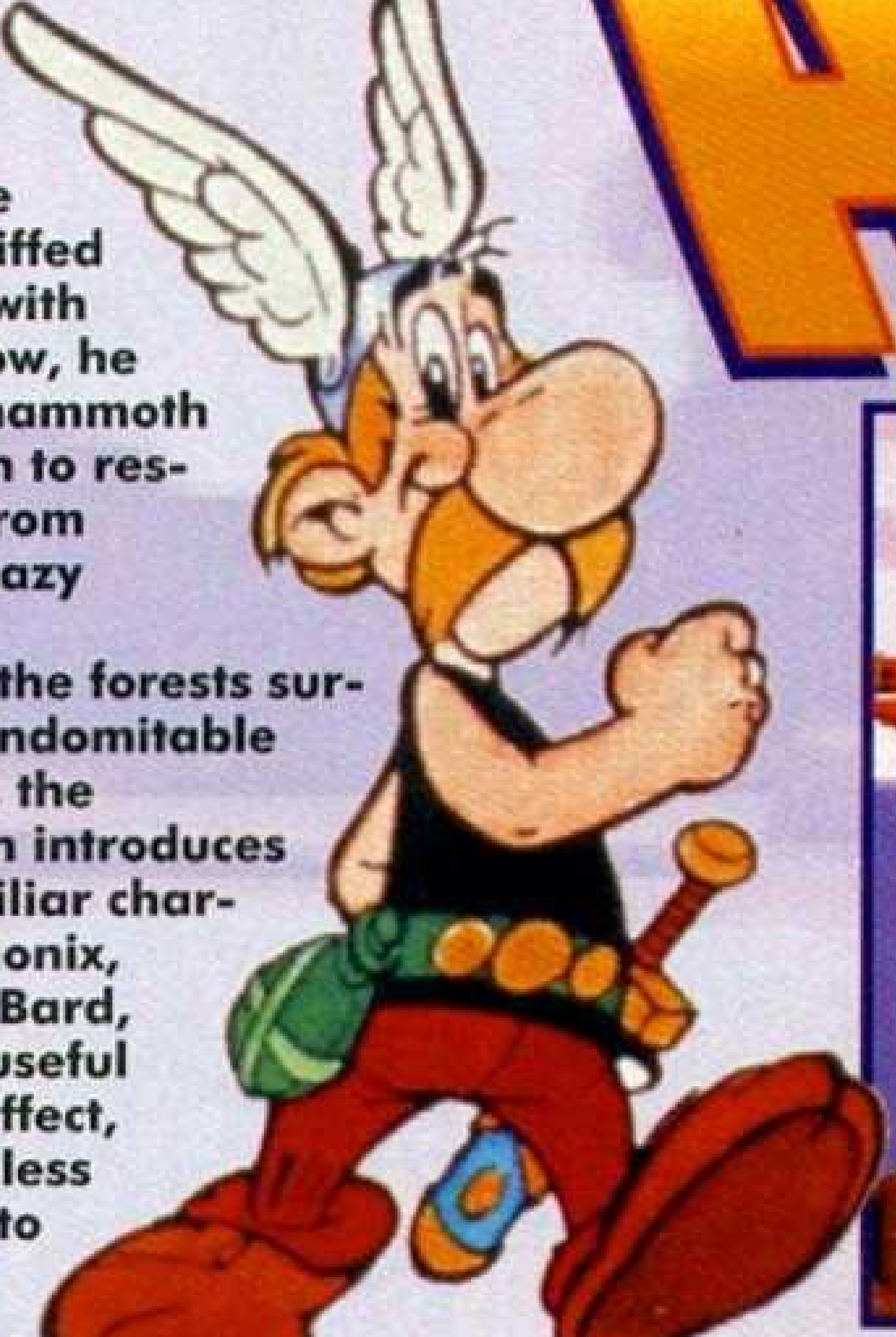
- **HOW TO PLAY:** Guide Asterix across a series of scrolling levels, beating up Romans and eating Boars - just like in the books...

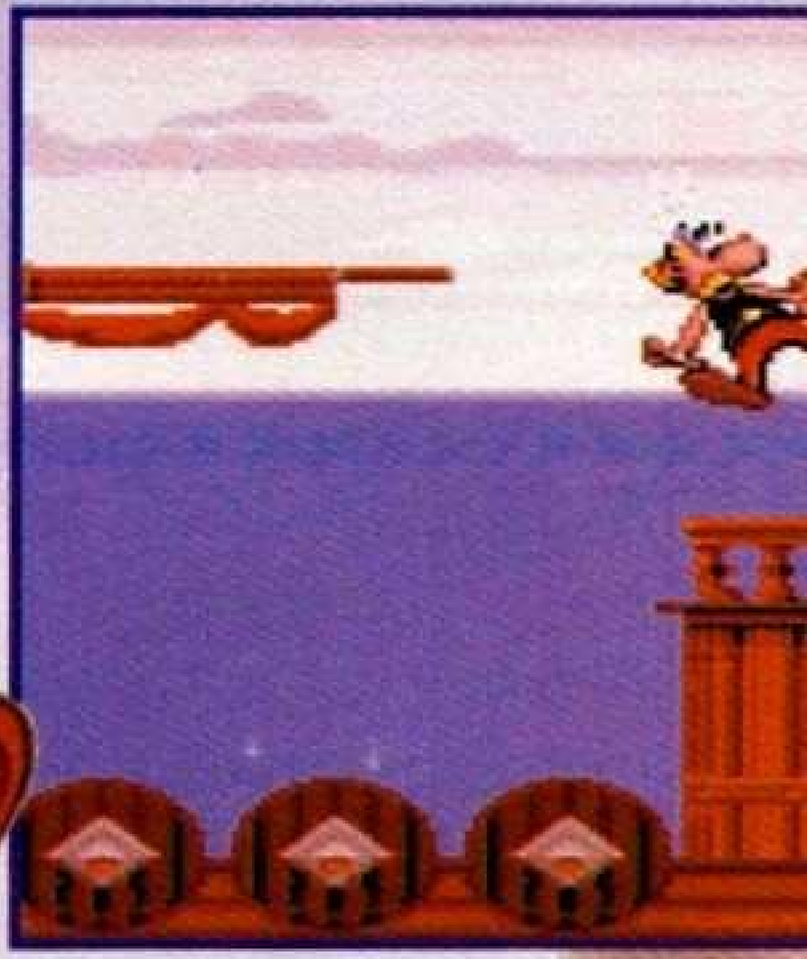
A	Punch
B	Jump
X	Nowt
Y	Jump higher
L/R	L: Scroll screen R: Scroll screen
S	START: Select options SELECT: Pause

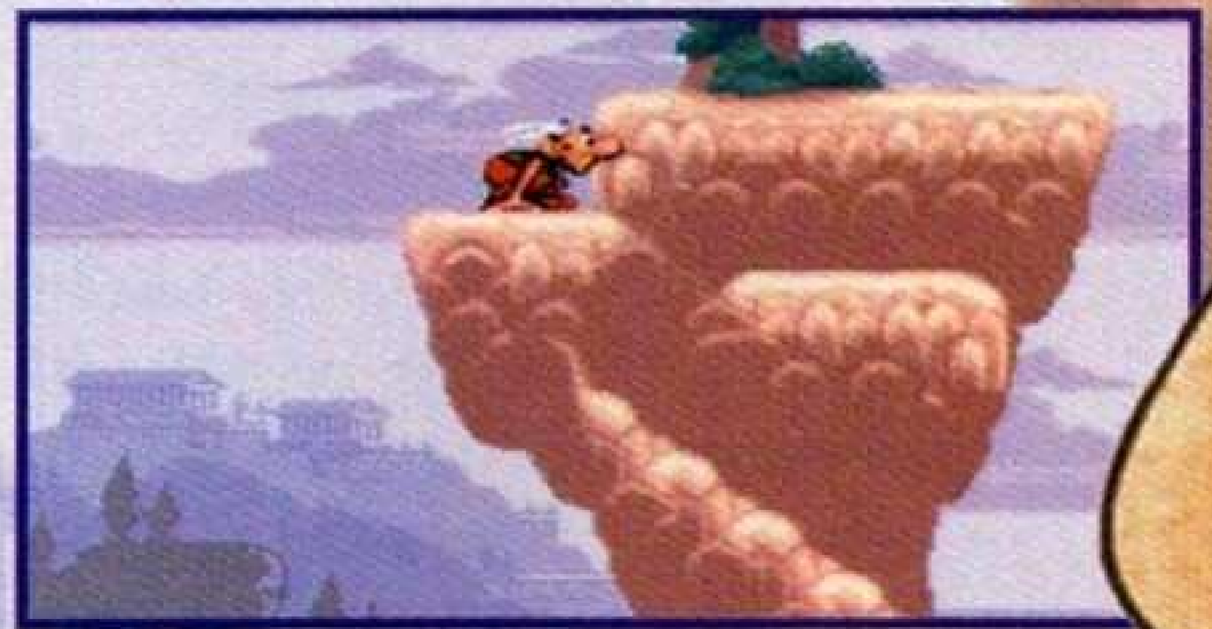
Ast

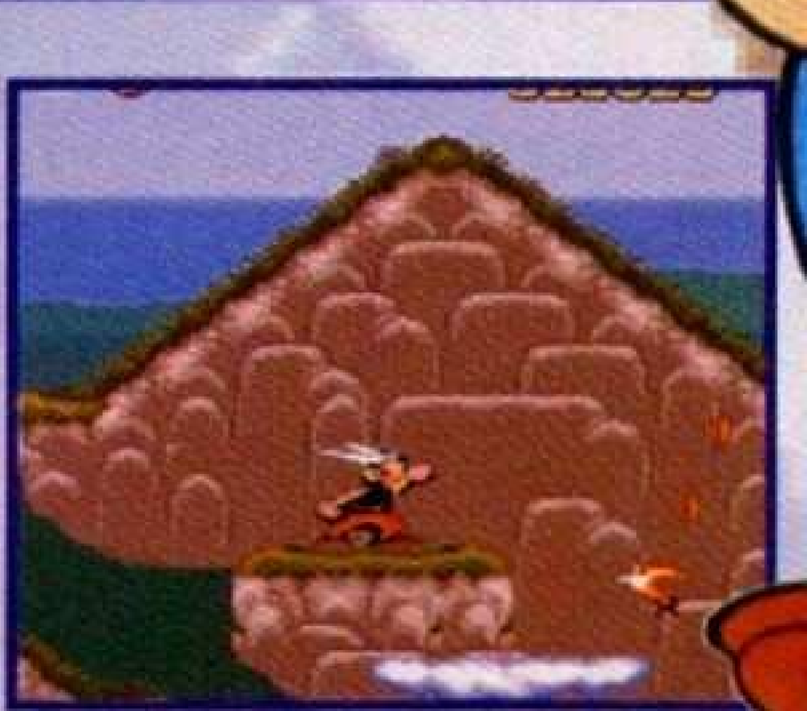
By Toutatis! It's a fate worse than the sky falling on our heads! Asterix's fat menhir-delivering mate, Obelix, has fallen into the hands of the Romans after a huge boar-eating session and has been taken back to Rome as a hostage. Obviously, Asterix is more than a little miffed by all this so, with Dogmatix in tow, he sets off on a mammoth fisticuff session to rescue his mate from those oh-so-crazy Romans.

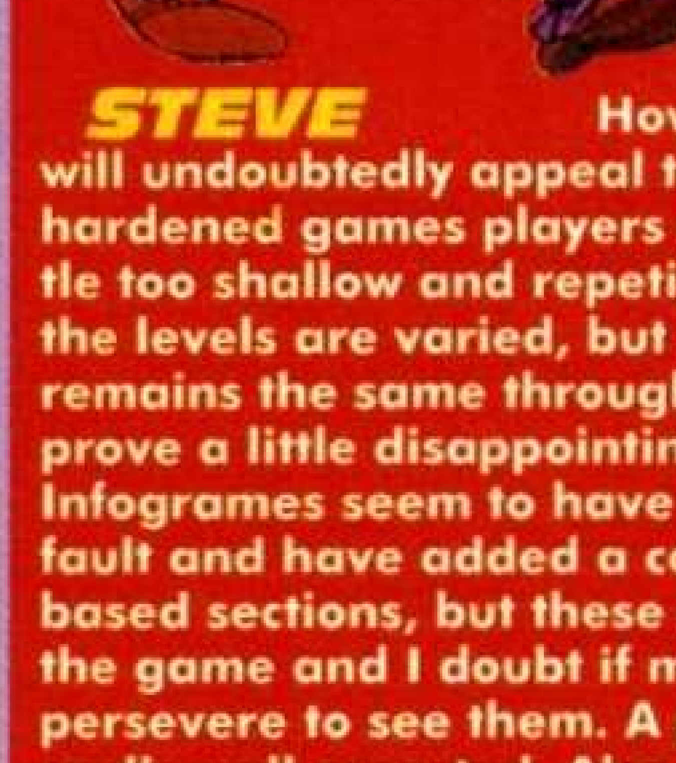
Starting in the forests surrounding the indomitable Gaul's village, the scrolling action introduces dozens of familiar characters. Cacophonix, the tone-deaf Bard, appears as a useful Smart-Bomb effect, and those hapless pirates arrive to lend a hand when Asterix crosses the seas. In addition, loads of sneakily disguised Romans crop up - getting steadily more devious as Asterix nears his target. Still, with Getafix's potions to help him through the trickier stages, perhaps Obelix will be back in time for the next banquet. After all, these Romans are crazy...







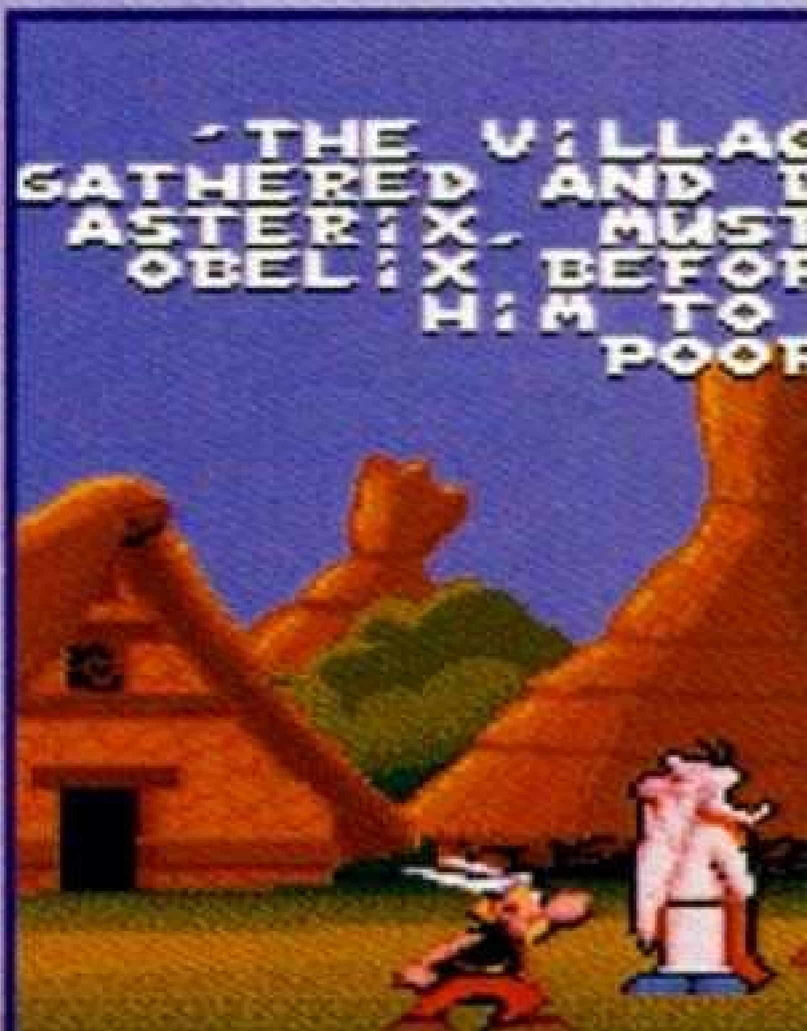




COMMENT

STEVE

Die-hard fans of the comic books will no doubt wet themselves when they encounter famous heroes such as the hapless pirates and Dogmatix. However, whilst it will undoubtedly appeal to Asterix fans, hardened games players may find it a little too shallow and repetitive. Granted, the levels are varied, but the basic aim remains the same throughout and this can prove a little disappointing. Admittedly, Infogrames seem to have recognised this fault and have added a couple of cart-based sections, but these are too far into the game and I doubt if many people will persevere to see them. A pity as they're really well executed. Also the sprite detection can be very dodgy at times. As an Asterix fan I can put up with these gripes as there is a certain urge to see what else have survived the transition from the books, but people weaned on Mario and the likes won't find much to keep them hooked I'm afraid.



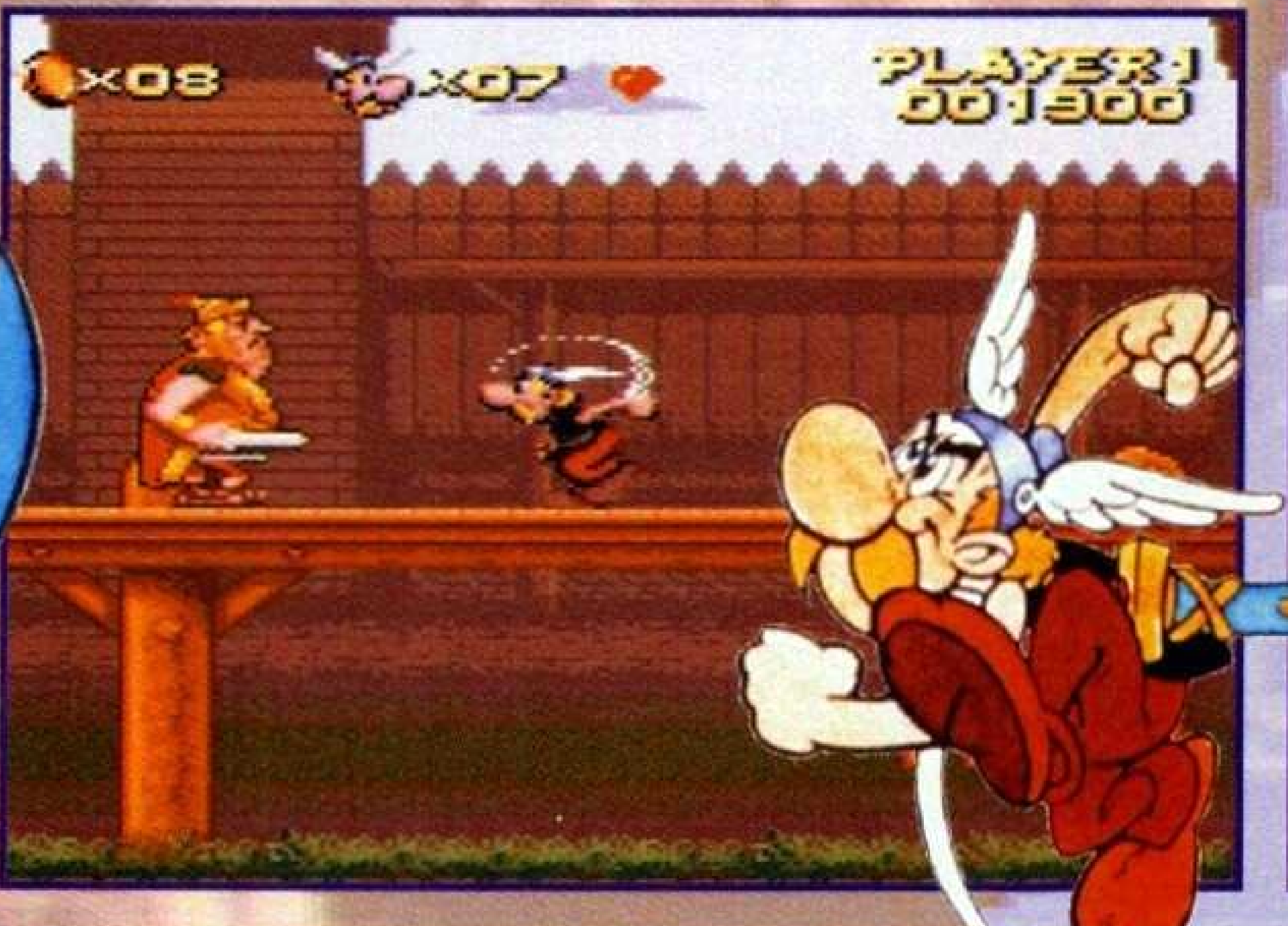
'THE VILLAG
GATHERED AND
ASTERIX, MUST
OBELIX BEFOR
HIM TO
POOR

ériX

▲ "This is just crying out for one of Steve's hilarious captions," mused Dave

TIME FOR A BREW

If the odds look a little too steeped, help appears in the form of Getafix's strength-enhancing magic potion. On collecting this potent brew, Asterix is suitably invigorated - complete with comic-style halo! - and a small ditty indicates that Asterix is now temporarily immune to attack. He is still vulnerable to the many gaps in the landscape though.



COUNCIL HAS
IDED THAT YOU.
ET OFF TO FIND
CAESAR THROWS
E LIONS..
HINGS.'

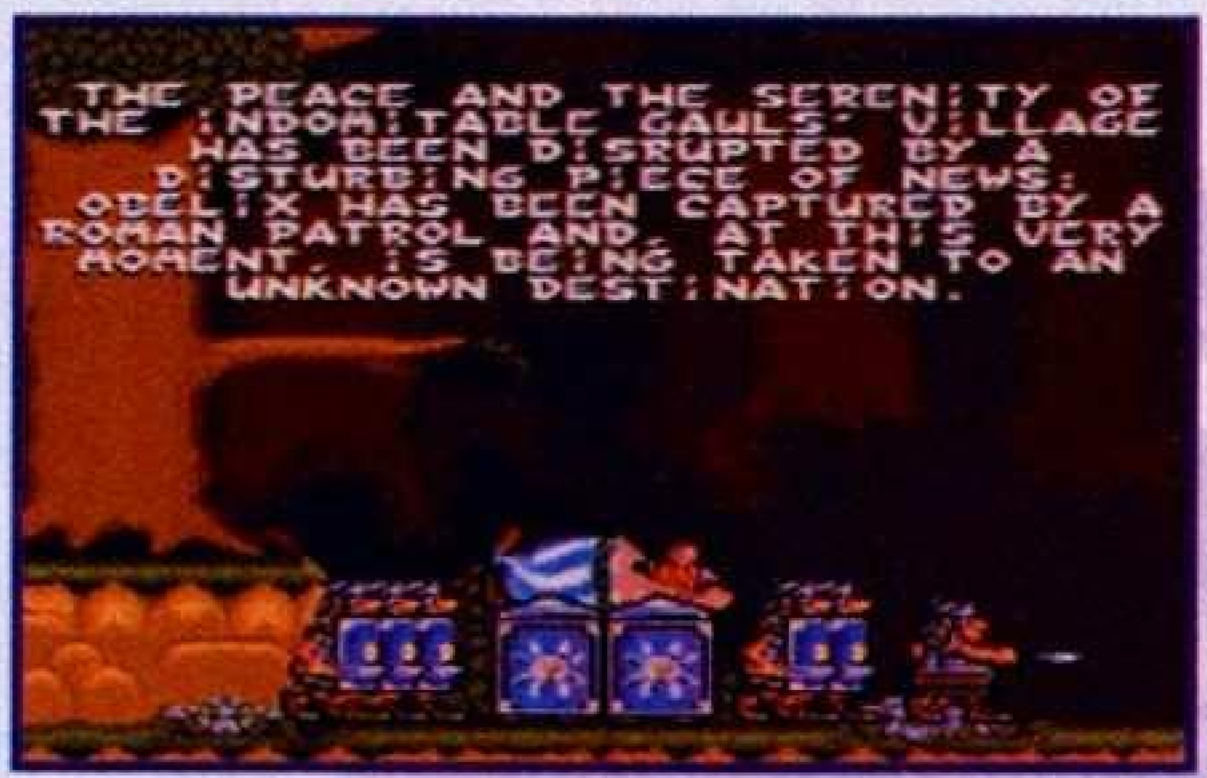
TALSTATISTIX.

TIME
144
x06
PLAY
004

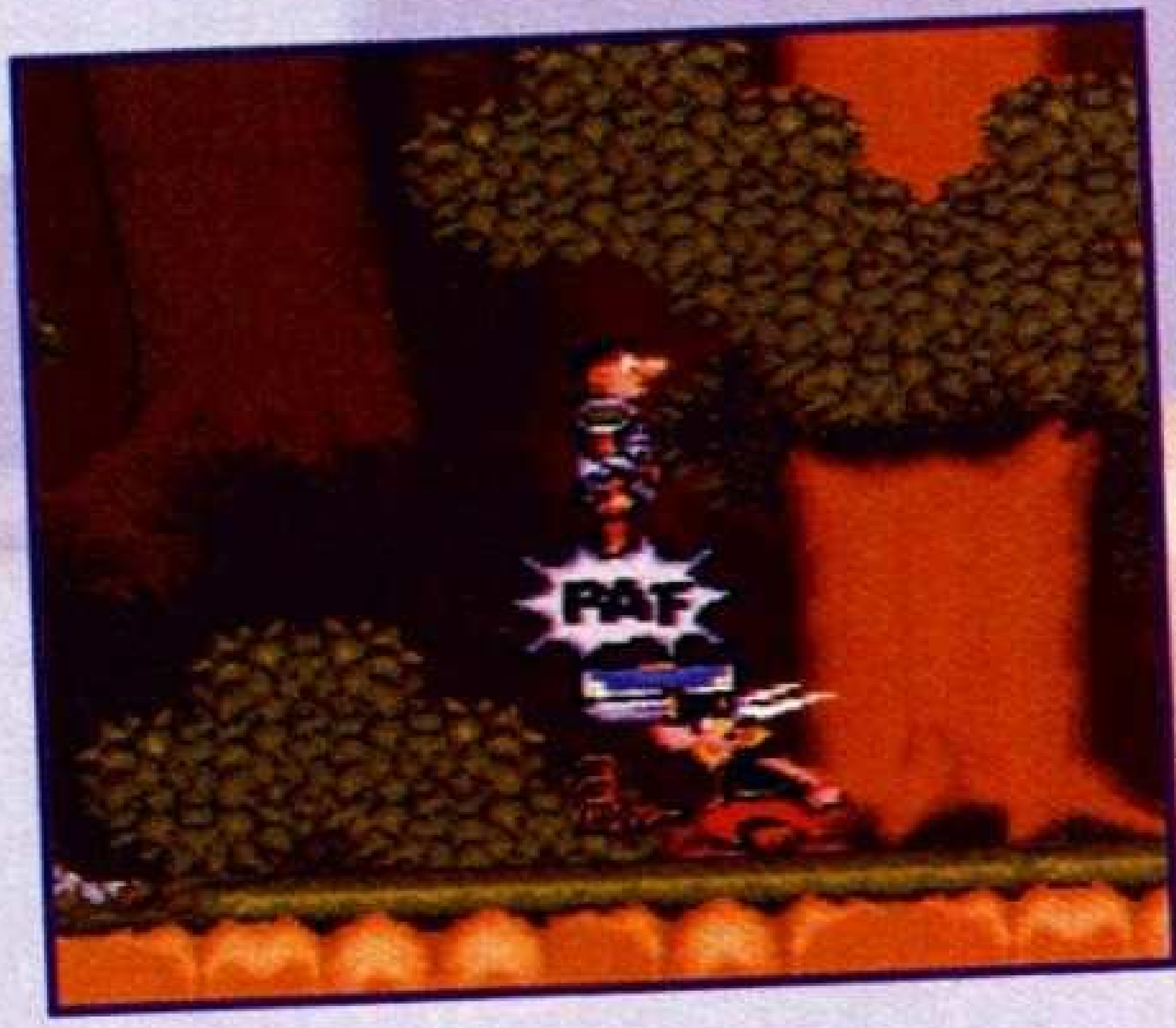
COMMENT

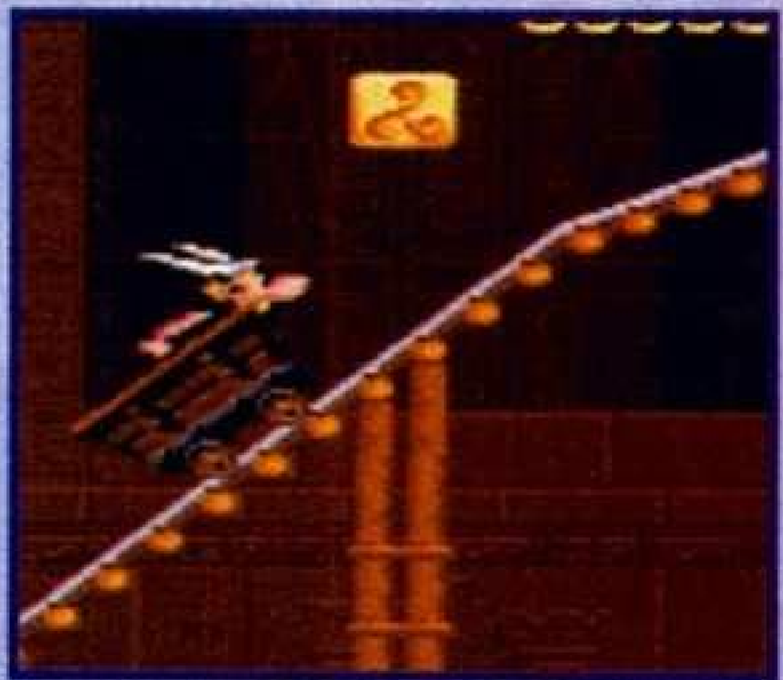
RAD

Asterix is a fairly long and very challenging game when set on the hardest difficulty level and always has plenty going on. However, it's sometimes difficult to tell where a level exit is - surely signposting it 'EXIT' would have been simple enough. My other gripe is the lack of enemies on each level. I know the platform arrangements are the trickiest part of the game and make the going pretty tricky, but a few more people to bash wouldn't have gone amiss. Sadly, whilst Asterix is a playable game it just doesn't offer anything new to the platform genre. A nice try, and a pretty good game, but best suited to the dedicated fan.

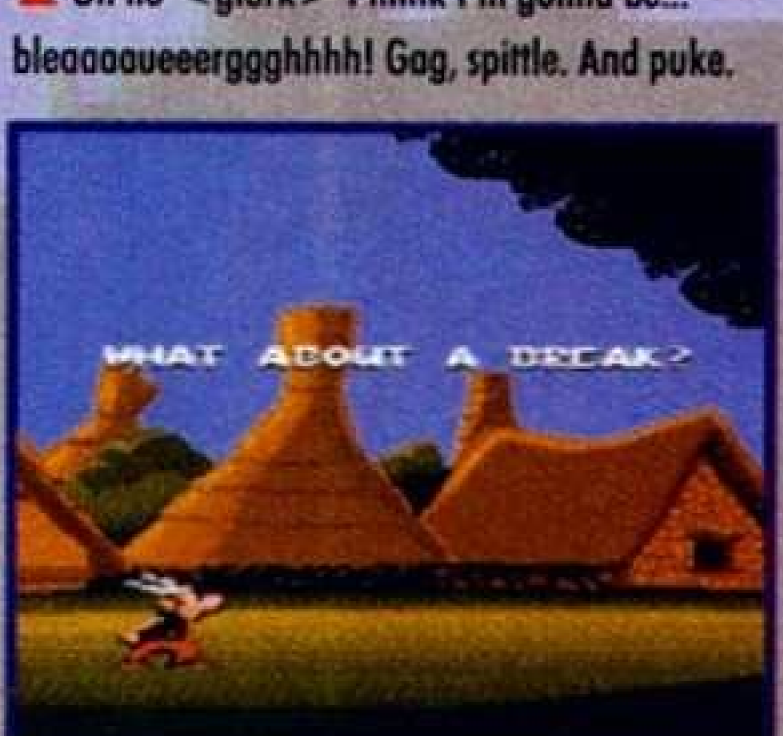


THE PEACE AND THE SERENITY OF THE INDOMITABLE GAULS' VILLAGE HAS BEEN DISRUPTED BY A DISTURBING PIECE OF NEWS: OBELIX HAS BEEN CAPTURED BY A ROMAN PATROL AND, AT THIS VERY MOMENT, IS BEING TAKEN TO AN UNKNOWN DESTINATION.





▲ Oh no <glurk> I think I'm gonna be... bleaaaaueeergggghhhh! Gag, spittle. And puke.



▲ I'm tired... Are we there yet? I want a wee... I'm hungry... And tired....

GAUL BLIMEY

For all you sad TinTin fans unfamiliar with the Asterix books, here's a guide to some of the more important characters that pepper the levels.

ASTERIX: The star of the show, and a small but deceptively powerful fighter. He loves a good adventure and rarely leaves without a handy bottle of magic potion.

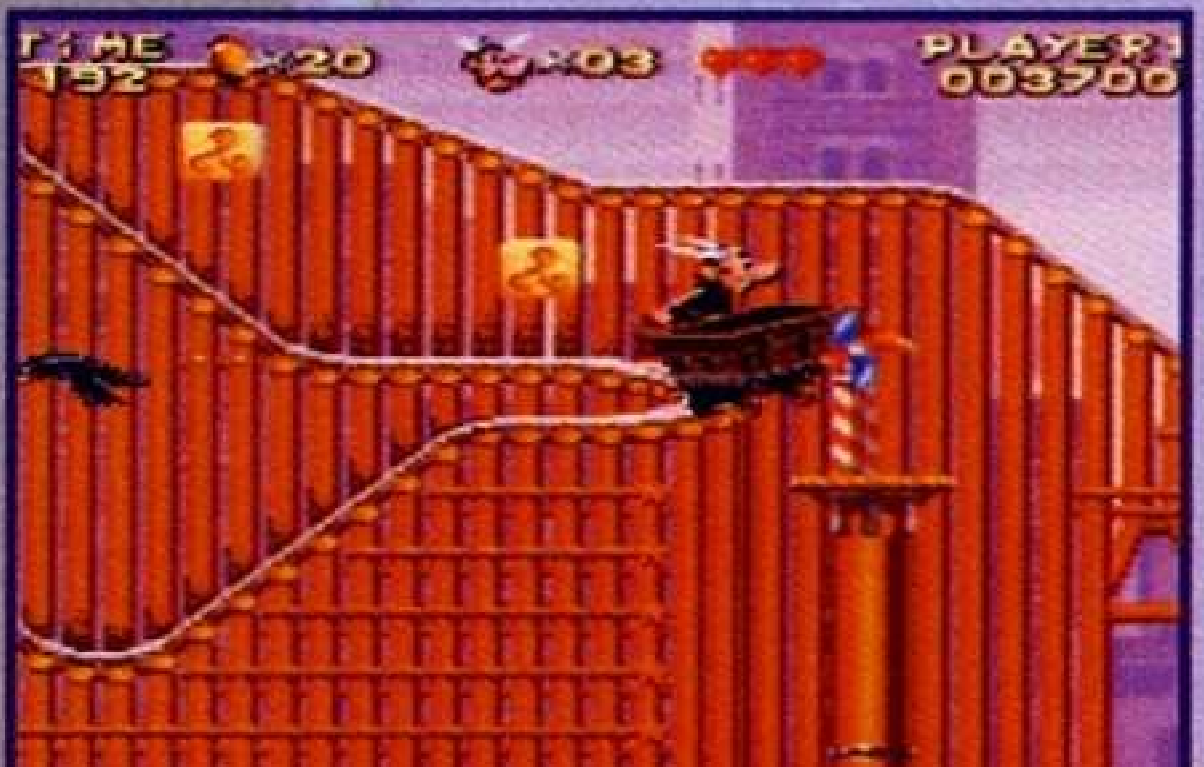
OBELIX: Always at Asterix's side when there's an adventure to be had, Obelix has enormous strength due to falling into Getafix's magic potion as a baby. Consequently, he is banned from having any again.

GETAFIX: The village's wily old druid and the creator of the all-important magic potion. A little old for adventuring, but still manages to get involved with some of Asterix's missions.

VITALSTASTIX: The village chief and a man with only one major fear - the sky falling in on his head. He never leaves the village, but is widely respected among his locals.

DOGMATIX: Obelix's dog and faithful companion. Dogmatix matches Obelix's boar-eating skills with his bone-chewing abilities.

CACOPHONIX: The village's musician - but an absolutely awful one! Always ends a story bound and gagged so that everyone else can enjoy themselves.



RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	□	□
ACTION	■	■	■	□
CHALLENGE	■	■	■	■
REFLEXES	■	■	■	□
ORIGINALITY	■	□	□	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	□	□
WEEK	■	■	□	□
MONTH	■	□	□	□
YEAR	■	□	□	□

PRESENTATION 74

▲ Nice title screen, loads of language options and three difficulty levels.

GRAPHICS 83

▲ Small, but well-drawn characters which are instantly recognisable from their book counterparts. Excellent variety of backdrops.

SOUND 64

▲ Nice but sparse use of sound effects.

▼ Weedy tunes - especially on the title screen.

PLAYABILITY 76

▲ Easy to get into with a minimal amount of controls.
▼ The game's learning curve is set at a perfect level.

LASTABILITY 69

▲ There's lots to see and do...
▼ ...but it gets a little repetitive and the dodgy sprite detection is extremely annoying.

OVERALL 73

Asterix features all the characters and backdrops from the books, but is sadly let down by a general lack of variety.

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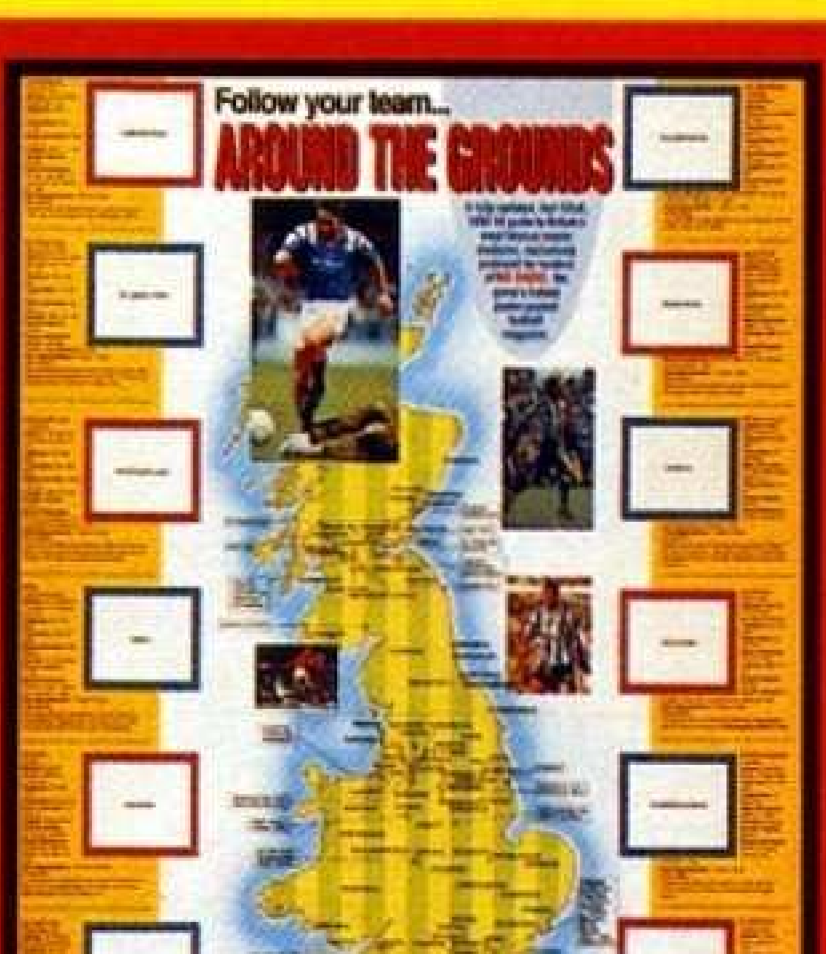
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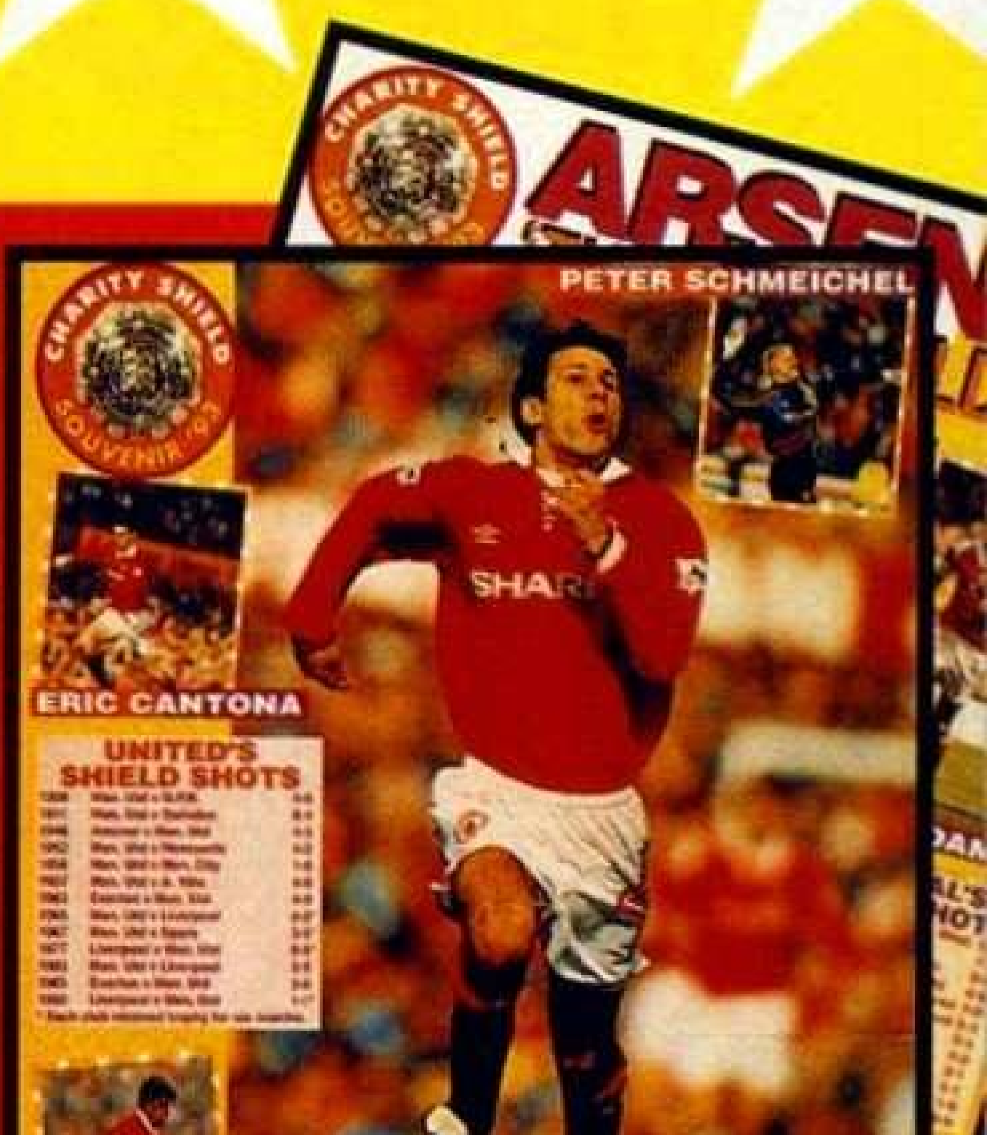
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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

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TURBO

CART SPEC

- **BY:** NINTENDO
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** SUPER SCOPE
- **CART SIZE:** 8 MEG

GAME INFO

- **PLAYERS:** 2
- **CONTROL:** SUPER SCOPE
- **GAME DIFFICULTY:** EASY
- **CONTINUES:** NONE
- **RESPONSIVENESS:** FAIR
- **1ST DAY SCORE:** COMPLETE
- **GAME ORIGIN:** Yoshi first featured as Mario's companion in Super Mario World - the first game released for the Super NES.

CONTROLS

- **HOW TO PLAY:** As Mario, aim and fire the Super Scope at the oncoming army of Koopas.

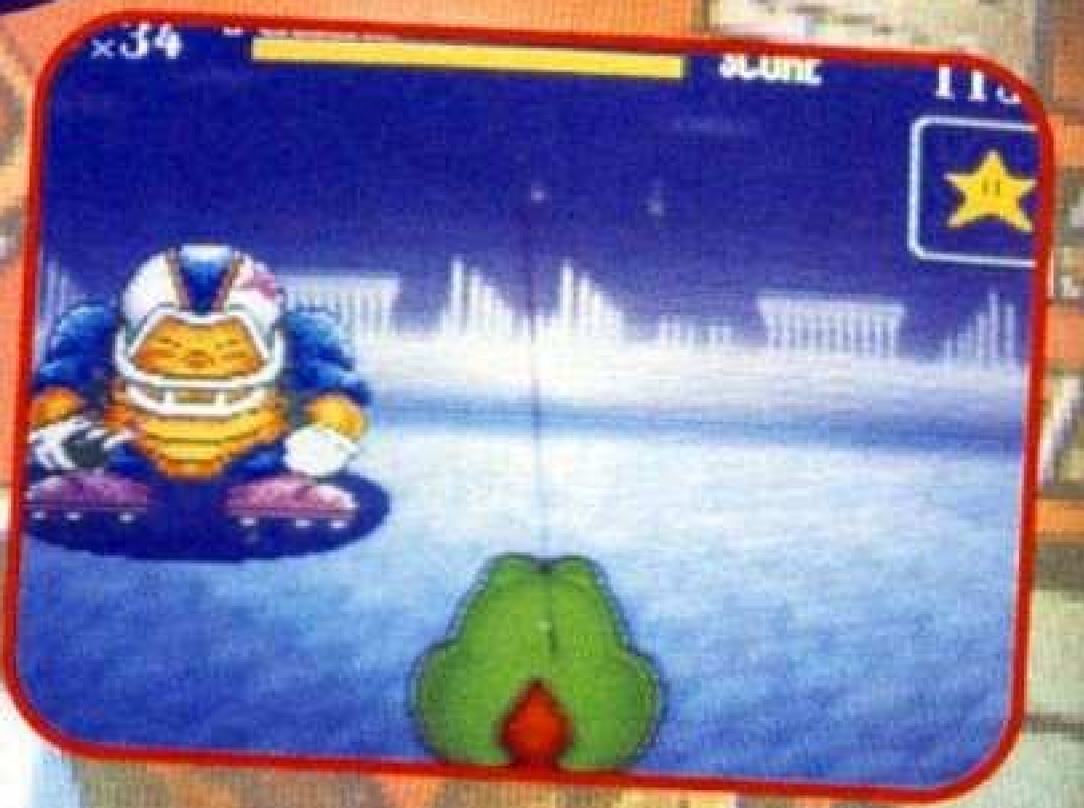
A	Yoshi jumps/selects item.
B	Not used.
X	Not used.
Y	Not used.
L/R	Not used.
S	Not used.

YOSH SAFA

It is the anniversary of Bowser's failed Dinosaur Land takeover attempt. Thwarted once again by the irrepressible Mario Bros, Bowser is desperate for new ideas. Sorcery is useless against Princess Toadstool and her father's Mushroom Kingdom, or so it would appear. The time is ripe for something more forceful than mere mushrooms and man-eating flowers.

Iggy, one of Bowser's kids, is turning out to be quite the little inventor. Obsessed by robot technology, Iggy runs up a few designs of armoured suits and presents them to his Dad. Bowser is impressed. 'With this kind of protection, I'll be invincible!' he snorts. Without further ado Bowser ordains that Iggy's designs be produced for all the family and invades the Mushroom Kingdom once more.

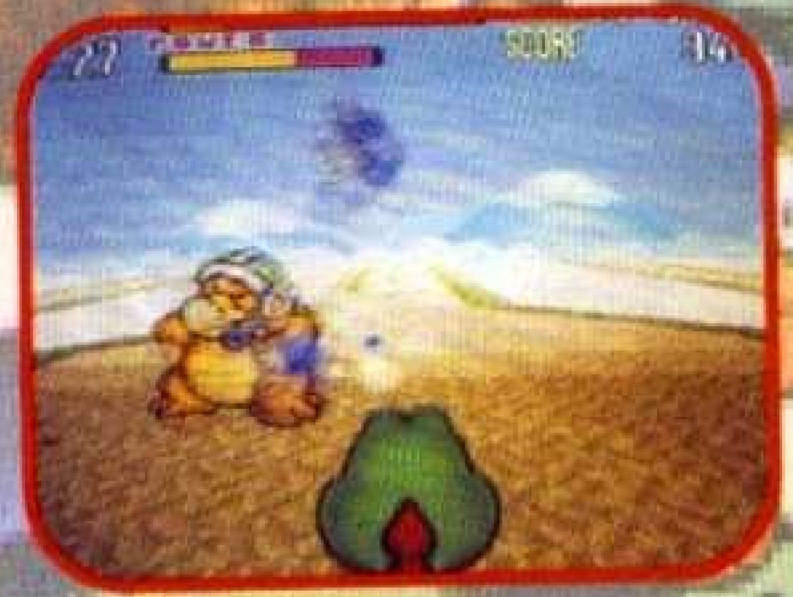
Not even the soles of Mario's shoes - fresh from mucking-out Yoshi's hut - are capable of squashing the Mecha-Koopa army. Thankfully the Princess has the palace smithy design a Bazooka of sorts with Mario in mind as the sole user. In a style more akin to the Knights of the Round Table than that of a video-game superstar, Mario hops into Yoshi's saddle and takes this Bazooka into combat with the Koopas...



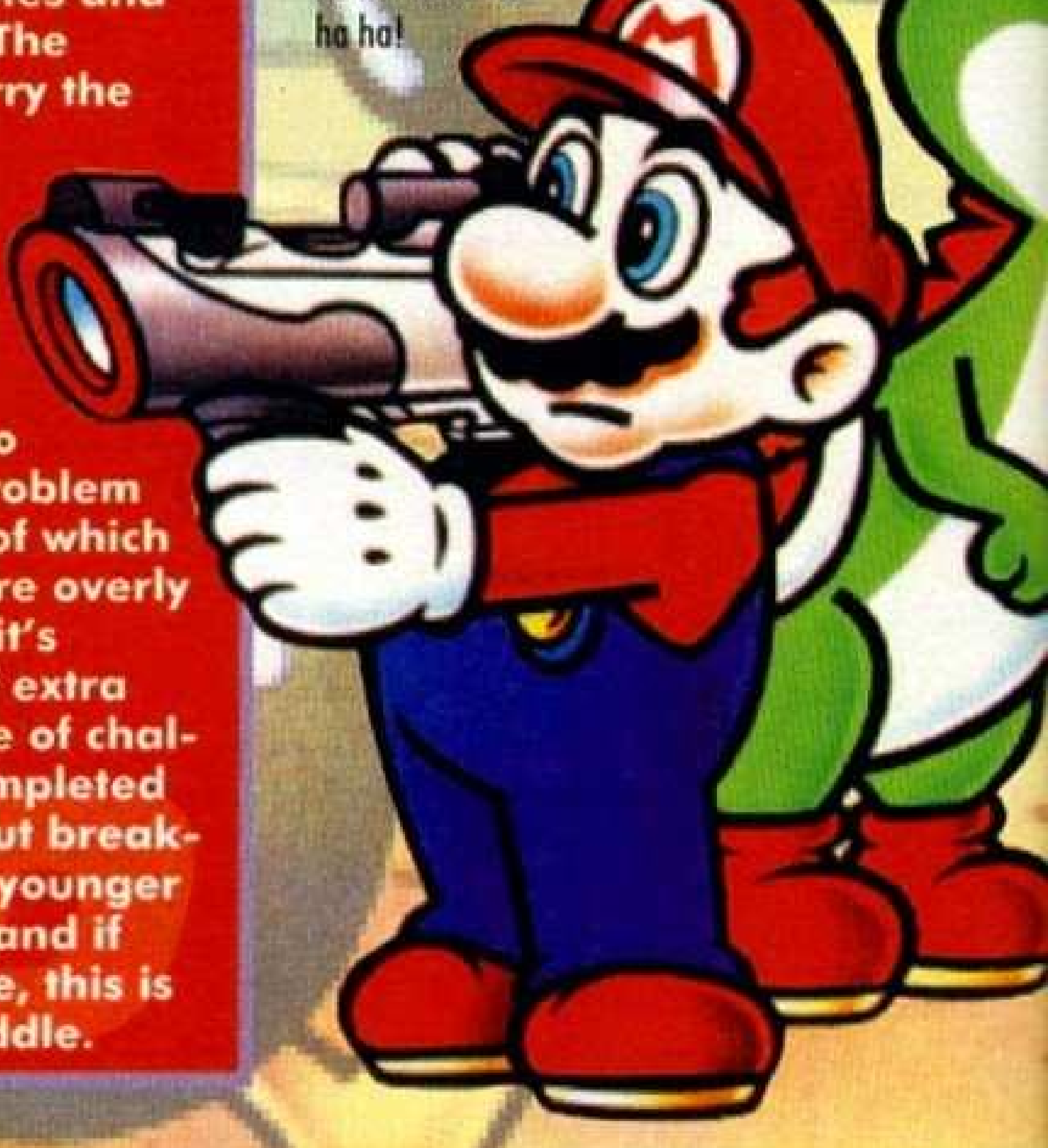
COMMENT

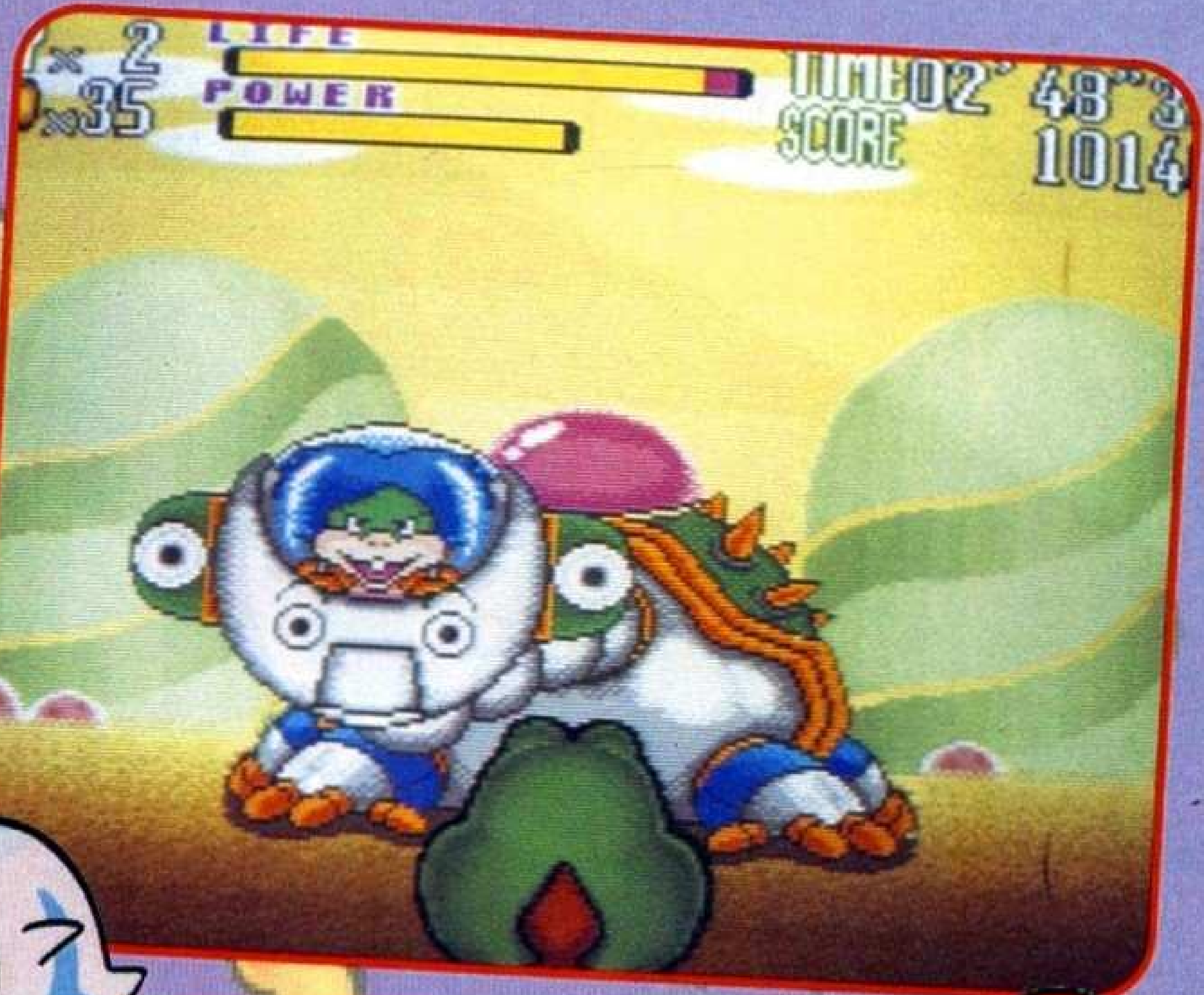
RAD

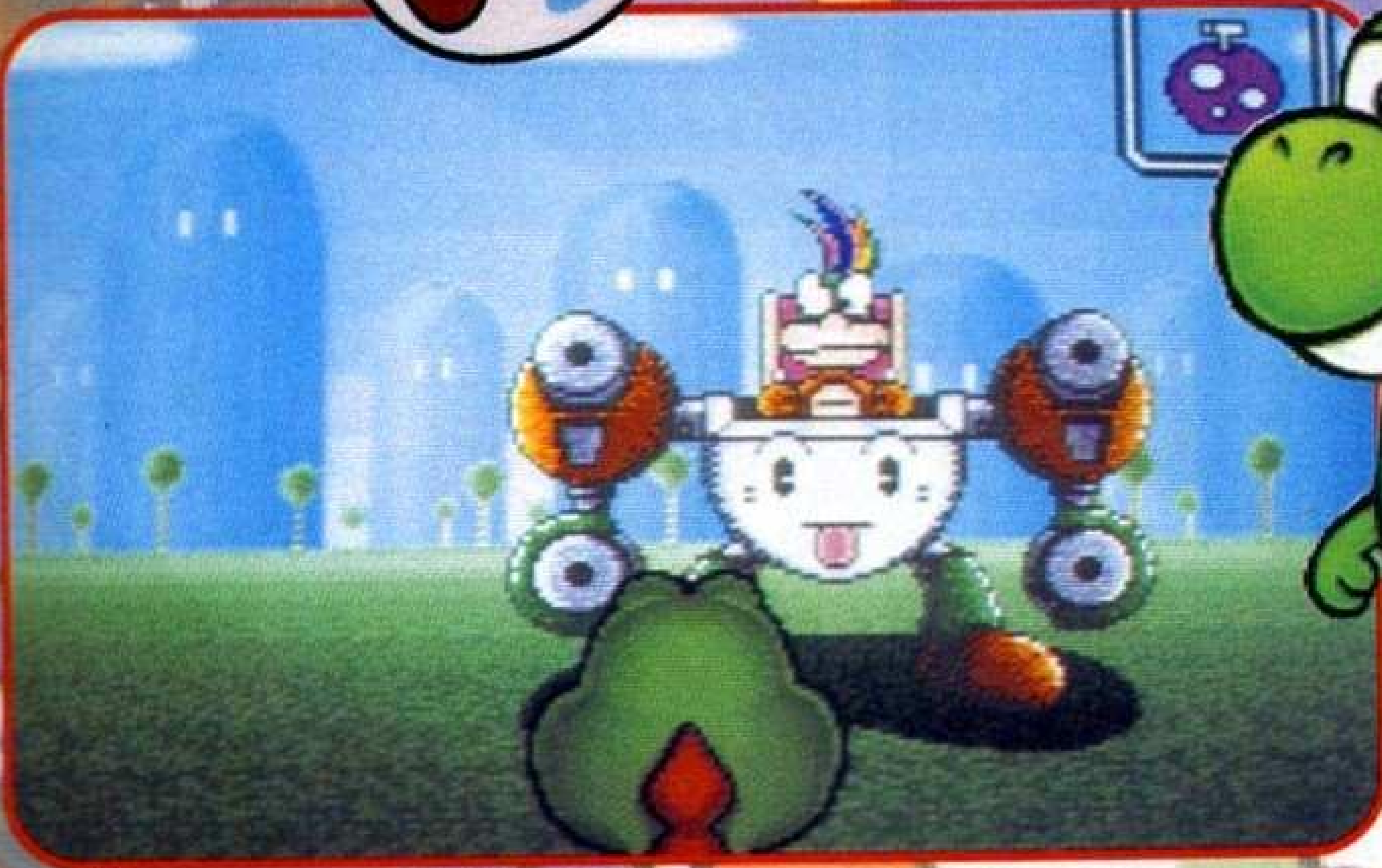
Super Scope games are a bit thin on the ground, and good ones are still very rare, so Yoshi's Safari really has its work cut out if it's going to make a success of the light-firing drainpipe. The good news is that it's the best Super Scope game yet. The bad news is that it still isn't going to set the world alight, even if it were doused in high octane, buried in charcoal briquettes and had an H-bomb dropped onto it. The graphics are certainly ace and carry the whole Mario theme very well, the scrolling is smooth, there are loads of different enemies and plenty of variety. The course negotiation bits add more depth than you usually find in a Super Scope game, and it's a lot of fun to play. However, there is one big problem - it's only got twelve levels, none of which are overly long and all of which are overly easy. Like the Mario platformers, it's incredibly easy to pick up loads of extra lives, too, which ruins what vestige of challenge was ever left. Paul and I completed Yoshi's Safari in our first go without breaking a sweat. Certainly one for the younger players who might find it harder, and if you want a new Super Scope game, this is certainly it. But beware - it's a doddle.

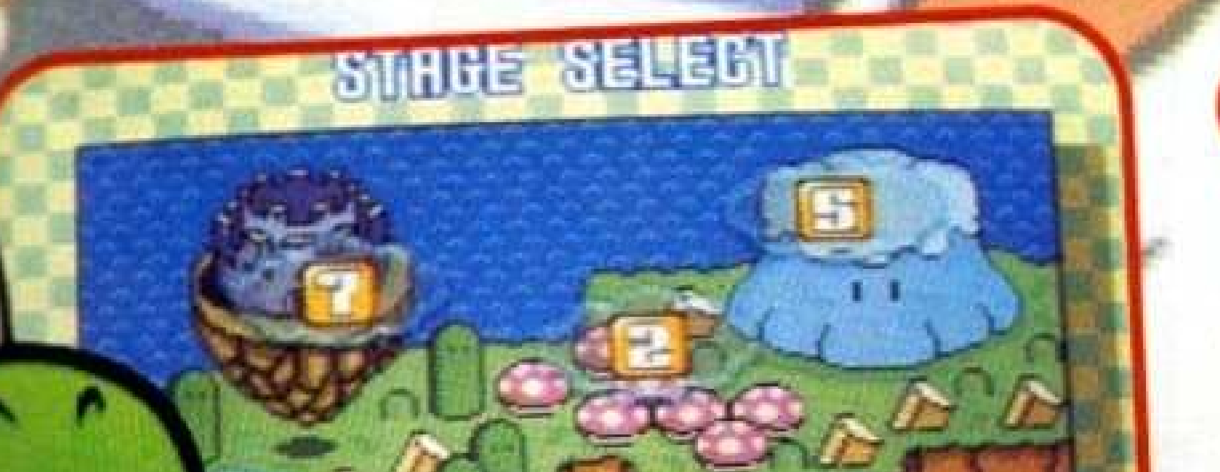


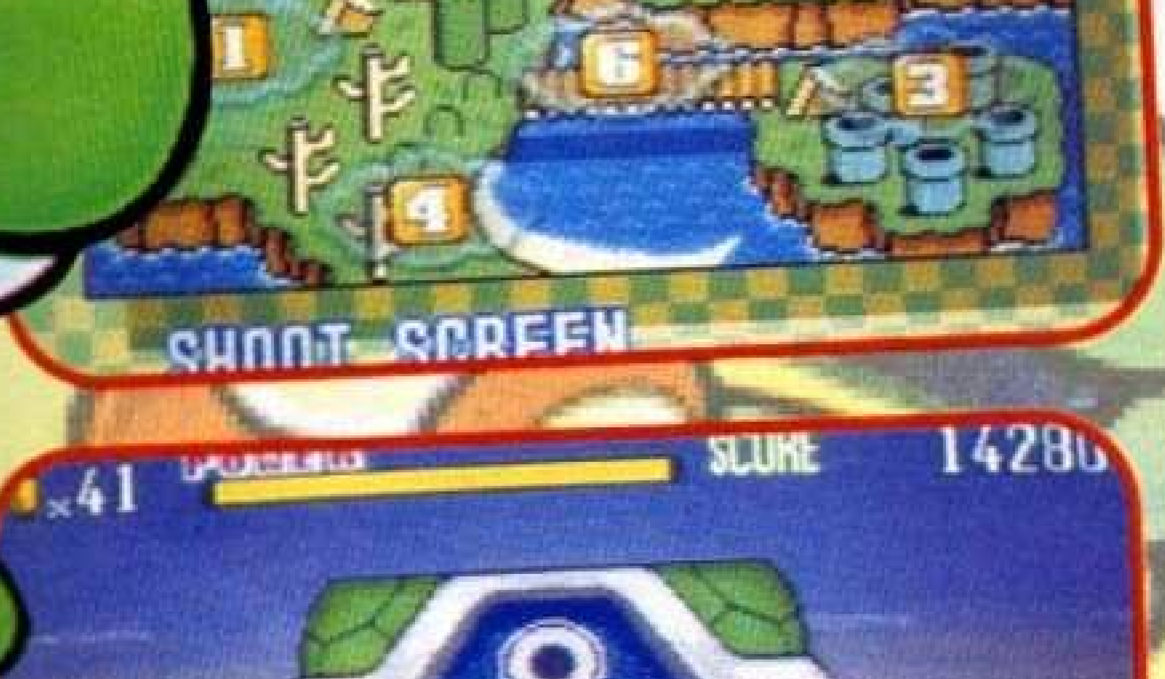
▲ This is the voice of the Mysterons. We know you can hear us, Earthmen. We have infiltrated your terran caption spaces and will use them to take over the minds of all NMS readers. A ha ha ha ha ha ha ha ha!











POWER... NOT VERY GOOD!

Mario's new bazooka is pretty powerful, but unfortunately it runs off a rather weak battery. Luck is with him, however, for there is a built-in battery charger in his instrument of destruction! What this basically means is that as Mario fires, the power meter of his gun is drained. As the energy level gets lower the Scope's rate of fire gets slower until it eventually packs up. The only way to recharge your shooter is to stop firing, whereupon the power level fair leaps up the scale. Grabbing fire flowers increases the length of your meter, which can only be good!

WALK THE DINOSAUR

Killing all the Koopas with the Scope is only half of Mario's problems - he has Yoshi to steer too! Although his inflatable friend has a pretty good idea of where he's going (forwards) there's no escaping the fact that he needs prompting every now and then. There are three basic factors Mario is required to negotiate:

Gates: Occasionally the road forks off into two routes. One of the forks is always guarded by a huge wooden gate. However, if Mario wishes to get past this, it's a simple matter of shooting the gate loads of times until it swings around and blocks the other lane.

Jumps: Bowser might be a bit of a whizz when it comes to armoured suits and the like, but road maintenance isn't exactly his forte. Thus there are many gaps and chasms in his network of pathways, linked only by jump pads. Press the button at the right time and the dinosaur/plumber team make it over the gap. If their timing is slightly off, though, they plummet off-screen and lose a number of coins when rescued.

Speed ramps: The opposite of puny Earth speed ramps, these actually speed Yoshi up! Sometimes, though, it's a good idea to jump them lest they plunge the plucky inflatable headfirst into a gaggle of enemies without giving Mario time to shoot them down.

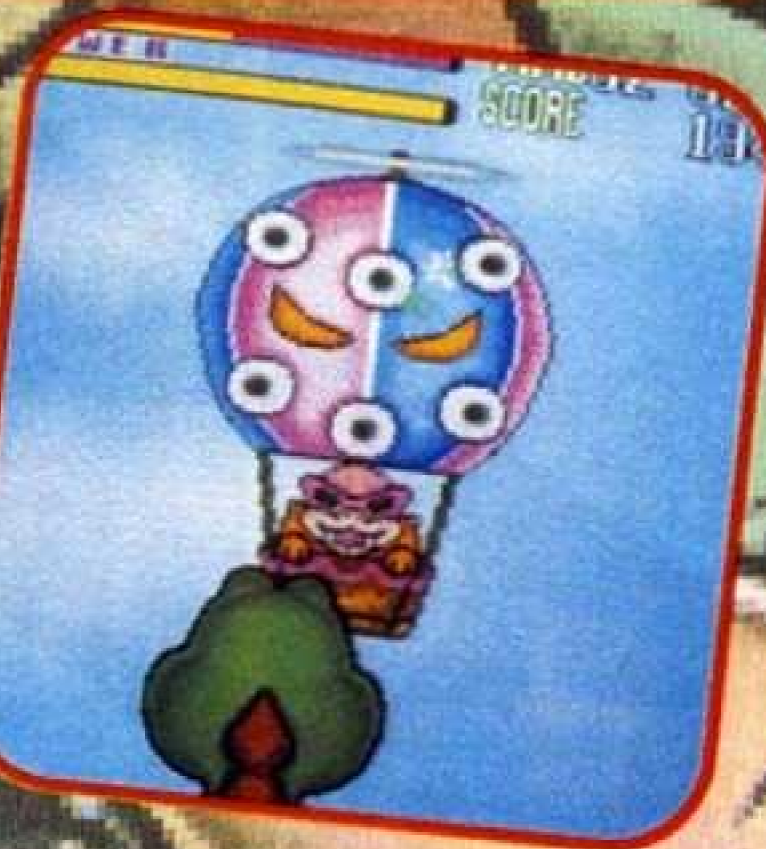
COMMENT

STEVE

Well, the good news is that Yoshi's Safari is the best game for the Super Scope yet. Sadly, it also suffers from being ridiculously easy. As you would expect of a Mario/Yoshi game, Safari is extremely polished with loads of old foes and Power-Ups making an appearance. Initially, Safari looks like a cross between any past Scope game and Mario Kart, but its limited nature is revealed quicker than you can say 'Mario.' Control of Yoshi is limited to say the least, and blasting the many creatures soon gets a little dull. Granted, the regular appearance of larger creatures livens things up a little, but these fail to present much of a challenge and are far too easy to beat. Younger players will love Yoshi's Safari and this is perhaps who it is aimed at, but more experienced blasters will get through this far too quickly.

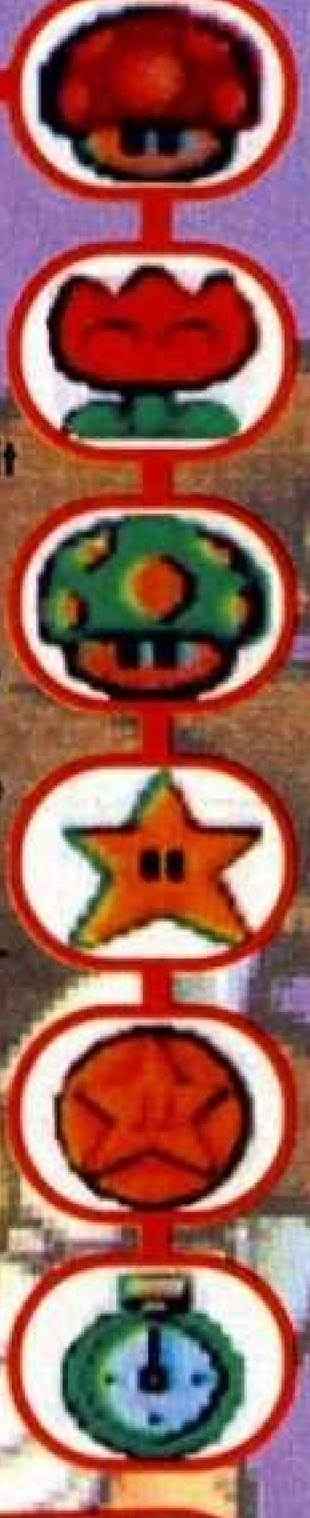
REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



▲ Hello, it's the Mysterons again. Plop in your pants - you must plop in your pants.

POWER... EXTREME!!



What would a Mario World game be without Power-Ups? This one, like all the others, has got loads. Every so often a little flying Power-Up block wings its way on screen, and shooting it releases the Power-Up contained within. Items are used via a quick jab of the trusty old A button.

Red mushroom: Replenishes a goodly dose of any lost energy.

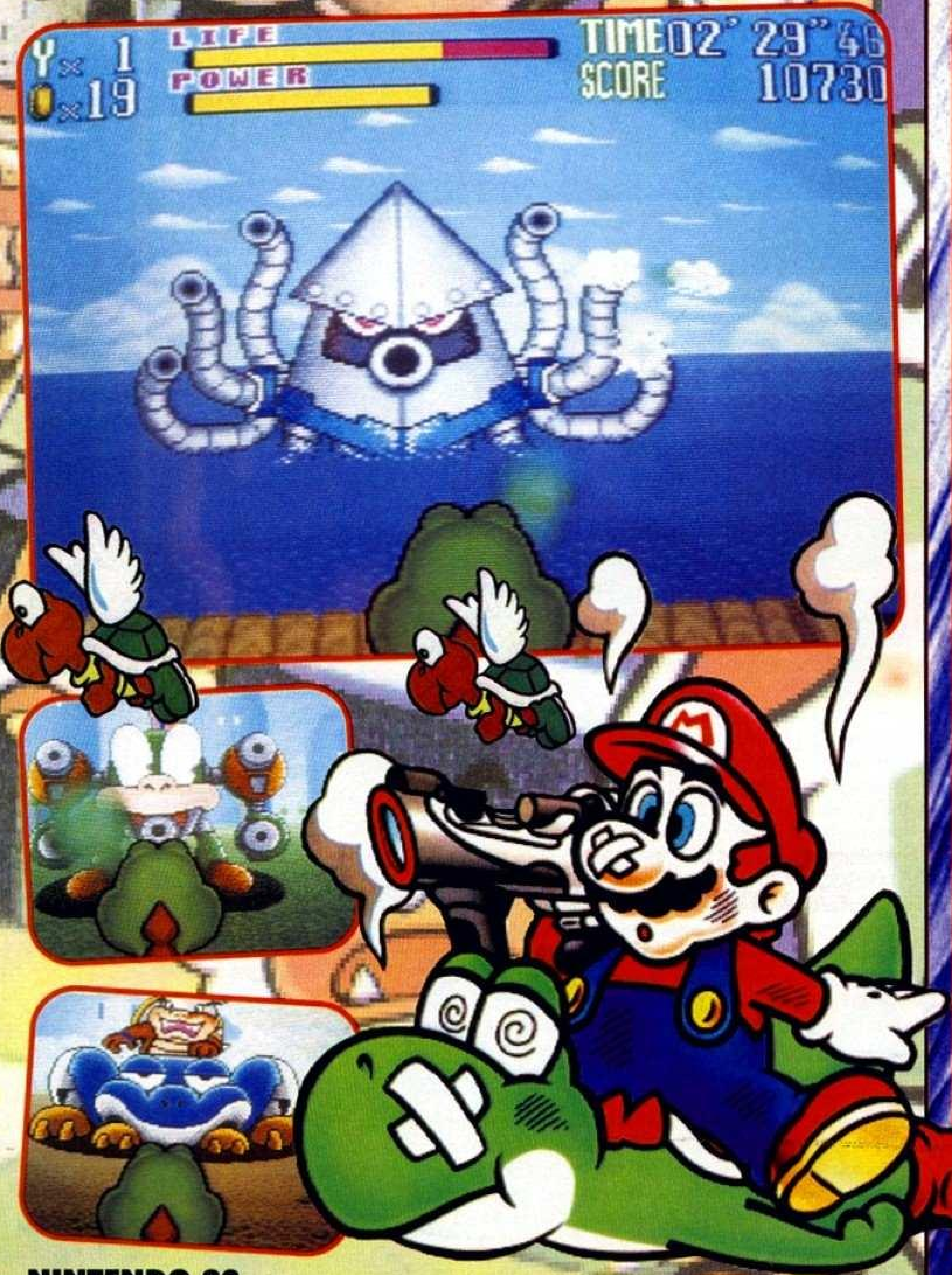
Fire flower: Adds to the bazooka's fire power bar.

Green mushroom: A lovely extra life is the order of the day if you get this little number.

Star: Grants Yoshi temporary invincibility.

Coins: Adds a whopping ten coins to Yoshi's total. Getting a hundred coins means an extra life.

Stopwatch: A time bonus is yours should you nab this chronometer.



RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	□	□
ACTION	■	■	■	■
CHALLENGE	□	□	□	□
REFLEXES	■	■	■	□
ORIGINALITY	■	■	■	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	□	□
WEEK	■	□	□	□
MONTH	□	□	□	□
YEAR	□	□	□	□

PRESENTATION 87

▲ Nice title screen and great in-game presentation.

▼ Ou est les options?

GRAPHICS 94

▲ Lovely big sprites, great use of colour, zillions of backgrounds and smart animation. It's just dead nice.

SOUND 90

▲ Bouncy, jolly tunes and shooting effects. Yoshi even says "Ow" when he gets hurt. Aah!

▼ Bouncy jolly tunes tend to get on the old nerves after a while.

PLAYABILITY 89

▲ Great fun, loads to shoot and plenty to keep your mind occupied other than just your aim.

▼ Formula is repeated level after level.

LASTABILITY 43

▲ You'll probably still play it once you've completed it, but only if you're a real Scope fan.

▼ There aren't enough levels, they're all too easy and it's too simple to get hold of bonus lives.

OVERALL 77

It could have been a contender, but a ridiculously easy difficulty setting spoils it all.

Hilarious, fast action cartoon fun as Twinbee and Winbee try to stop the mad Professor Mardock and his evil Donguri Army from taking control of the world.

Pop'n TwinBee

1 or 2 Players

CVG 93% *Incredible gameplay and more features than you know what to do with.*

Super Action 92% *There is near-constant action throughout and never a glitch in sight.*

Game Zone 89% *Pop'n' Twinbee is a smart cart. If you're a fan of Parodius, you really can't afford to miss it.*

Official Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM

KONAMI®

Distributed by KONAMI (UK) Limited Television House 269 Field End Road Eastcote Middlesex HA4 9LS

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** MINDSCAPE
- **PRICE:** £44.95
- **RELEASE:** OUT NOW
- **GAME TYPE:** EDUCATIONAL
- **CART SIZE:** 8 MEG

GAME INFO

- **PLAYERS:**
1
- **CONTROL:**
Joypad
- **GAME DIFFICULTY:**
Easy
- **CONTINUES:**
N/A
- **RESPONSIVENESS:**
Good
- **1ST DAY SCORE:**
15 stages cleared
- **GAME ORIGIN:**
All the Mario family in for some edutainment japes.

CONTROLS

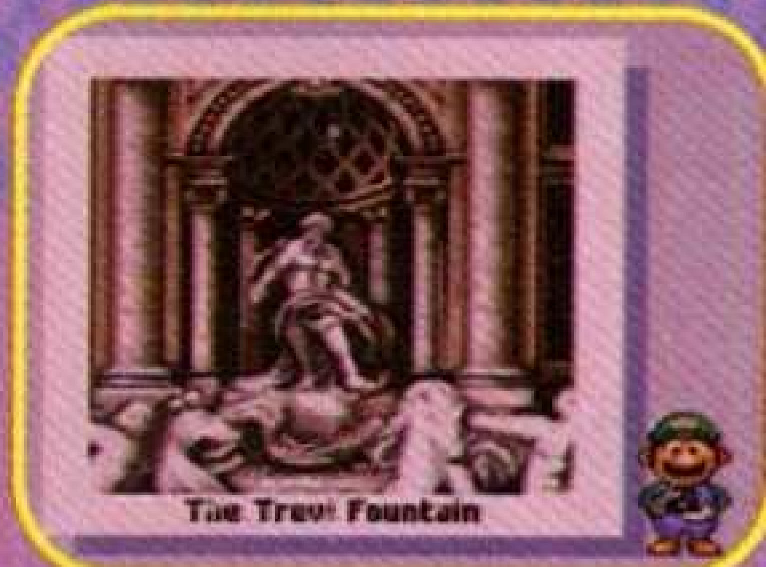
- **HOW TO PLAY:**
Guide Mario across the world, replacing missing attractions as he goes.

A	**CONVERSATION**
B	**JUMP**
X	**NOTHING**
Y	**RUN FASTER**
L/R	**L: NO FUNCTION** **R: DISPLAYS MINI MAP**
S	**START: OPTION SCREEN** **SELECT: NO FUNCTION**

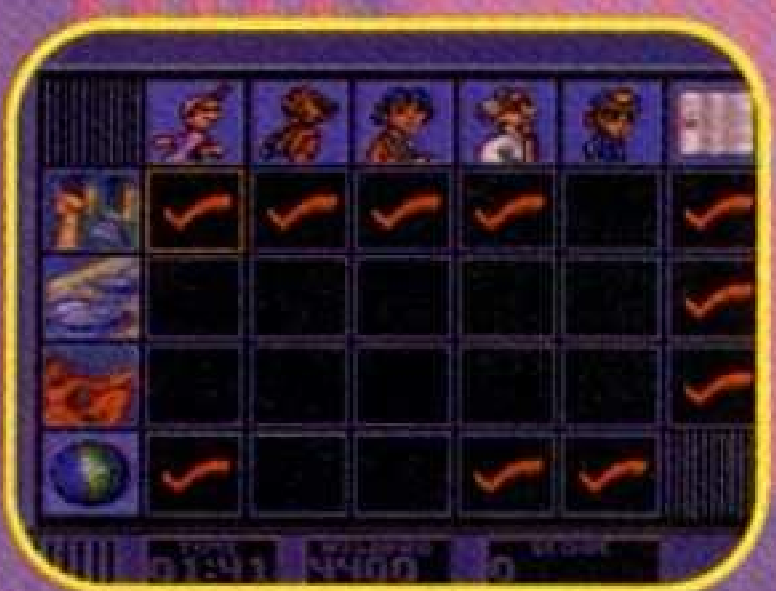
Yowsers! Cripes! Whoop! Yipes! MARIO IS MISSING! The portly moustachioed plumbing gent has been kidnapped by Bowser and hidden in some discreet region of the globe. So for once the spotlight falls on his partner Luigi, who is left with the task of searching city after city for his hapless chum.

The challenge takes on a further dimension when it comes to light that Koopas trundling around the city streets have stolen valuable artifacts from various landmarks. Three have been purloined, and once Luigi has recovered any one of them he has to take it to the appropriate tourist office. If he wants to give it back and get a photo of one of the cities great sites, he has to answer a couple of questions. The only way Luigi can answer these questions is by gathering information from the tourist office and asking passers by. Once Luigi is aware of what city he is in he can call on reliable ole' Yoshi to help him out. When all of the stolen artifacts are returned he can disappear back down the portal from whence he came and search a new city for his plumbing pal. Simple, eh?

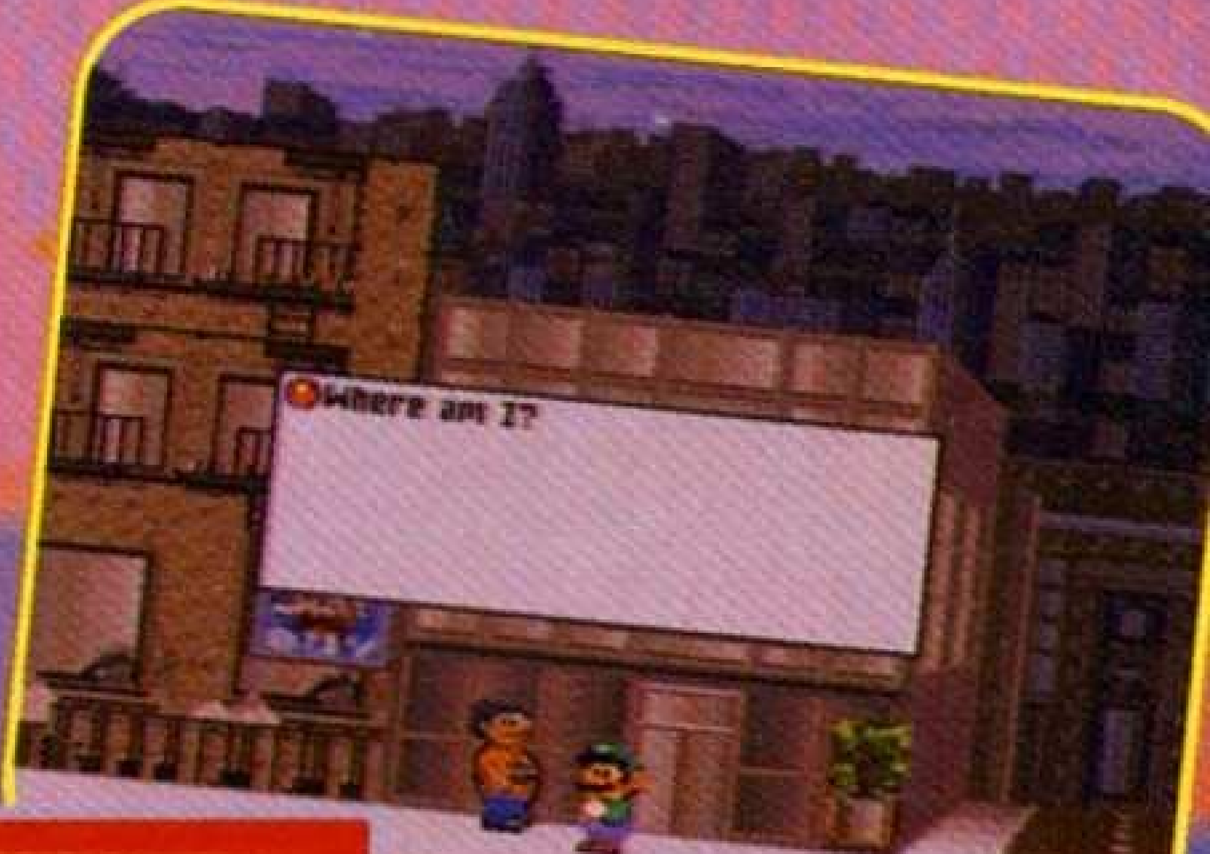
The observant among you have no doubt realised that Mario Is Missing is what is commonly known as 'edutainment', combining Mario-style action with some educational bits about people, buildings, cities and cultures. Because of its teaching elements it is aimed at kids between the ages of 7 and 11, and with games of this kind it is always important to remember that they aren't really 'games' at all. Or something.



▲ There's nothing as boring as looking at some-one's holiday snaps - so sod off, Luigi, you boring little get!



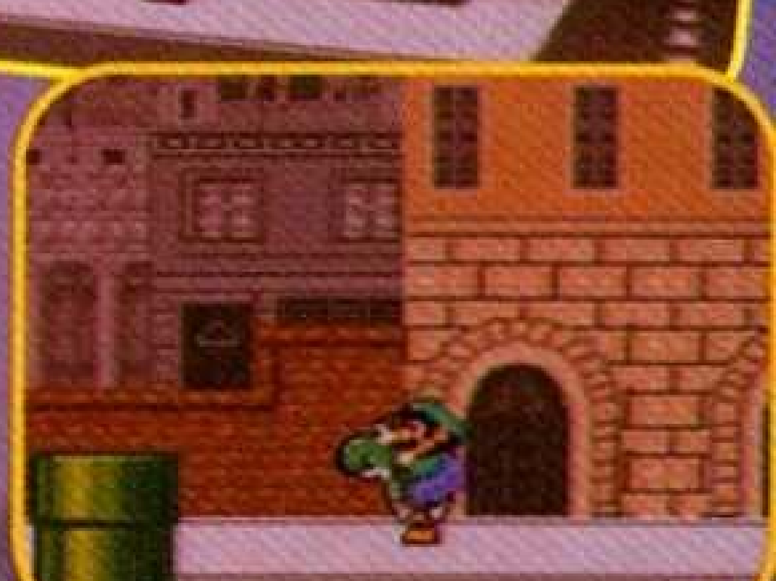
▲ Hello, we're census takers, I'm afraid. Do you have a few minutes of your time to spare?



COMMENT

STEVE

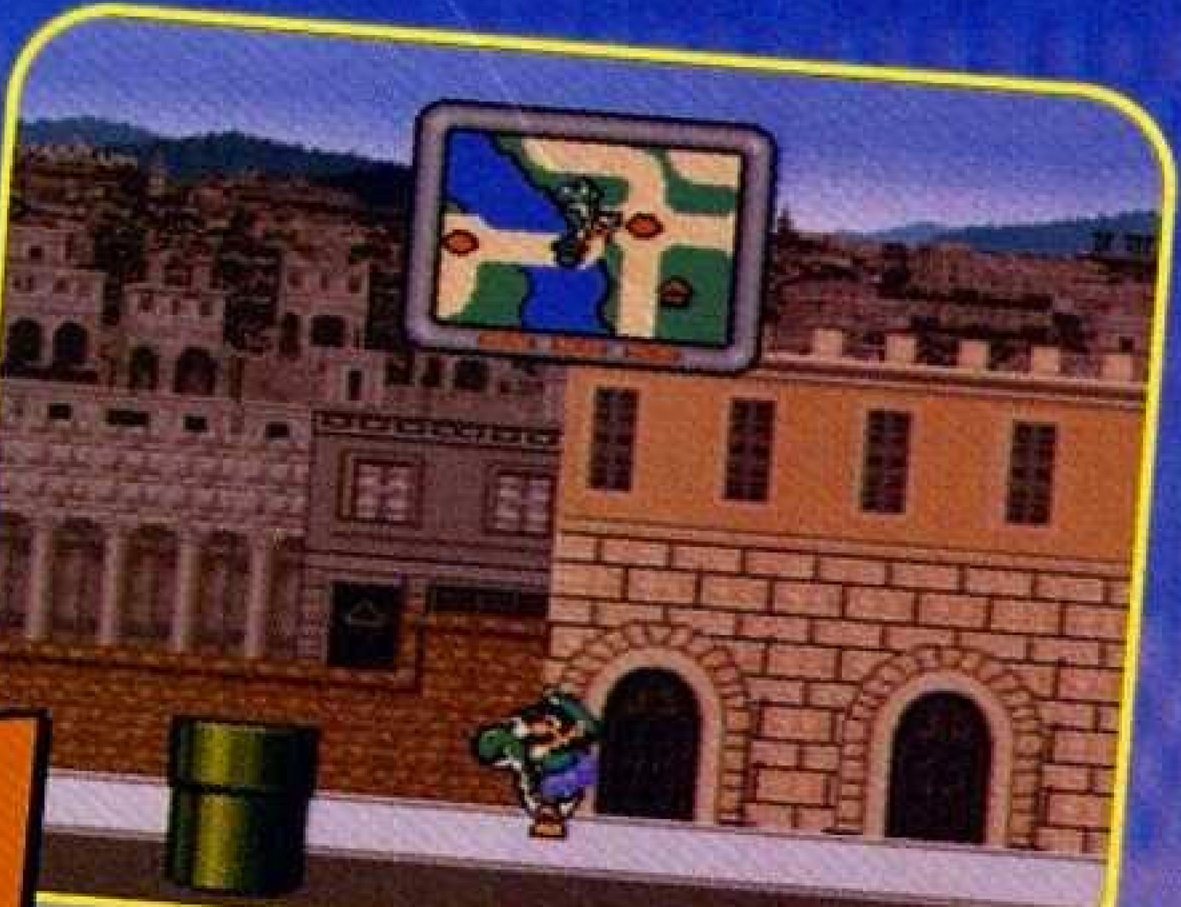
In the past, educational software has meant a blocky, supposedly cute and humorous sprite leading the user through a series of puzzles. No wonder they never caught on. In Mario Is Missing, though, Mindscape have found the perfect compromise between playability and learning. The Mario sprite is known to loads of younger users, and there's a modicum of leaping and jumping to be done so this should ensure that the learning process continues to be fun. In addition, the challenge is a large one, with loads of cities to visit and relics to replace. Although dozens of Mario fans will probably be disappointed that this isn't the latest instalment in the Mario World series, this is an excellent example of the 'edutainment' idea and is recommended to anyone who feels their geography could do with a polish - well, except A-level students...



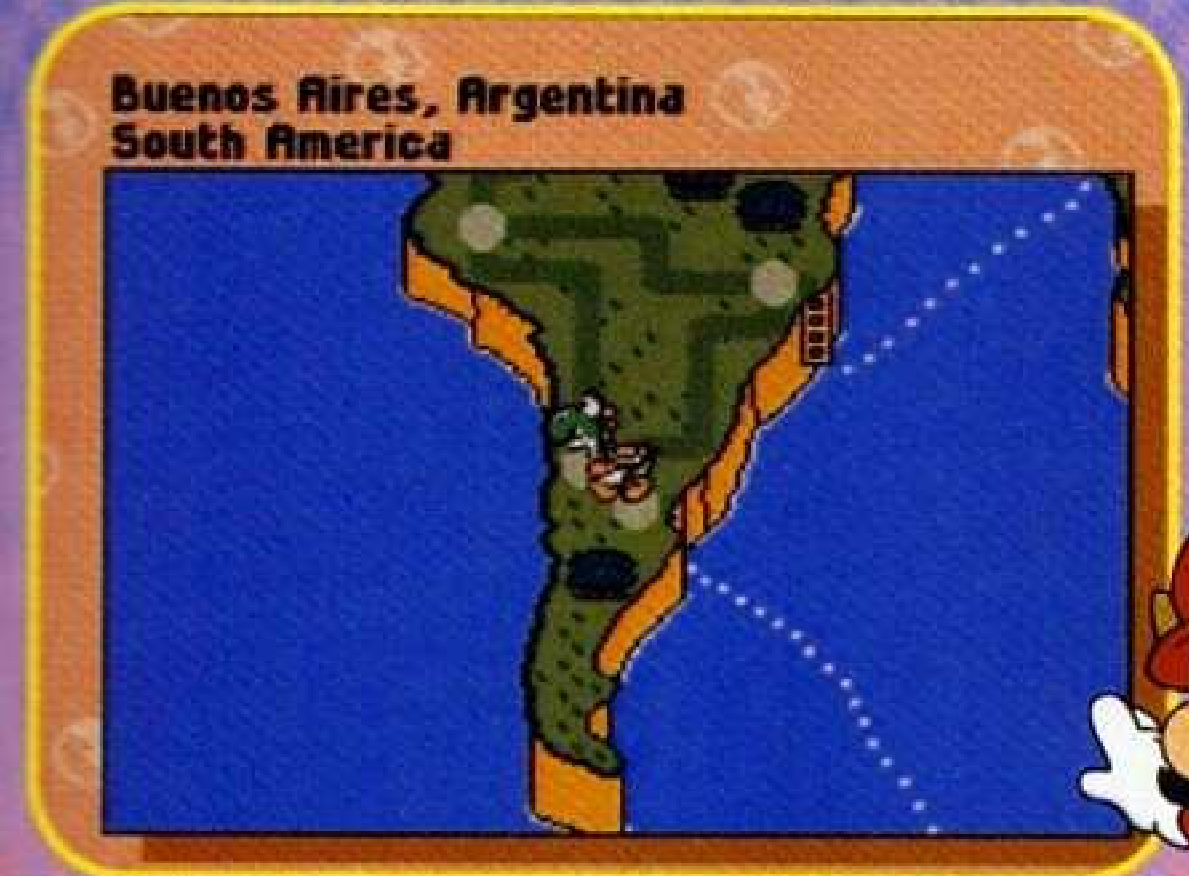
YOSHI'S WORLD

As soon as Luigi realises which city he is in he has the chance to call on the valuable services of Yoshi. The player guides the diminutive dino to the city in question by picking the 'globulator' option. The advantages of using Yoshi include the ability to move about quicker (which is useful considering there is a time bonus) and in getting back through the portal once a city is secured.

RIO
S
ING!



The Statue of Liberty



Buenos Aires, Argentina
South America

WALK THE DINOSAUR

There are five doors for Luigi to enter, each taking him to a city anywhere in the world. Once he has secured a city (that is discovered the stolen artifacts, returned them and taken snapshots) he returns through the door and moves on to the next. When all five cities are secured Luigi has to contend with Bowser before moving on to pastures new. A useful thing to know is that Luigi can only get back through the portal if he has Yoshi with him, so it is important to recognise the city and pack the cuddly dinosaur off in the right direction using the Globulator.

STREET TALK

The only way Luigi is likely to figure out where he is and where the artifacts he acquires come from is by asking people in the street. They don't offer a direct answer but give a clue to either the place or the object. He stands a better chance of discovering more when he goes to one of the three information bureaux. There he is given a pamphlet with information about one of the cities treasured monuments, buildings or museums, and can start to work out what artifact belongs in which place. Should Luigi try to return an artifact to the wrong office he is told as much. Should he return it to the right office he is asked a couple of questions which, if he answers correctly, means he can return the artifact and get a snapshot of the location it comes from.

COMMENT

ROB

As soon as the word 'edutainment' is mentioned any where near a console, most people tend to run for cover and not without reason. 'Edutainment' carts always have the habit of being hardly 'edu' and certainly not 'tainment'. That's why Mario's Missing is especially surprising because it manages to succeed in living up to its title. The older among you (11 upwards) should find this well below your heads - at least I hope so, but for people younger than this (essentially the age group it's aimed at), it is well suited. Most of it is based around geography and culture which can get a bit samey, but I don't mind admitting that I learnt a few new facts during my global tour, even if some of them aren't the most useful things to know. For instance, did you know that each window pane in the Empire State building is only cleaned once every month? Well anyway, as cynical as most are likely to be, this is nevertheless (if I can head straight into the great cliché legends book) both fun and informative.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	□	□
ACTION	■	■	□	□
CHALLENGE	■	■	■	■
REFLEXES	■	□	□	□
ORIGINALITY	■	■	■	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	■
MONTH	■	■	□	□
YEAR	□	□	□	□

PRESENTATION 86

▲ A much-needed password system is included

GRAPHICS 82

▲ Faithful reproduction of Mario characters

▼ The streets backdrops are a bit lack-lustre.

SOUND 80

▲ A cutesy Mario tune so fluffy that throwing up is inevitable.

▼ It could have done with a few more sound effects.

PLAYABILITY 84

▲ The controls are easy to get used to.

▼ The options screens could do be a bit faster.

LASTABILITY 82

▲ Loads of cities to explore, things to read and objects to discover.

▼ The whole process can get a bit samey.

OVERALL 83

An 'edutainment' game that actually succeeds in both departments. Because of the nature of it, it is only suitable for certain ages.

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Created by ATOD Design
© 1993 The Sales Curve Lt
Licensed by Nintendo
SOLO MODE
Play game

CART SPEC

- **BY:** STORM
- **PRICE:** TBA
- **RELEASE:** SEPTEMBER
- **GAME TYPE:** PUZZLE
- **CART SIZE:** 4 MEG

GAME INFO

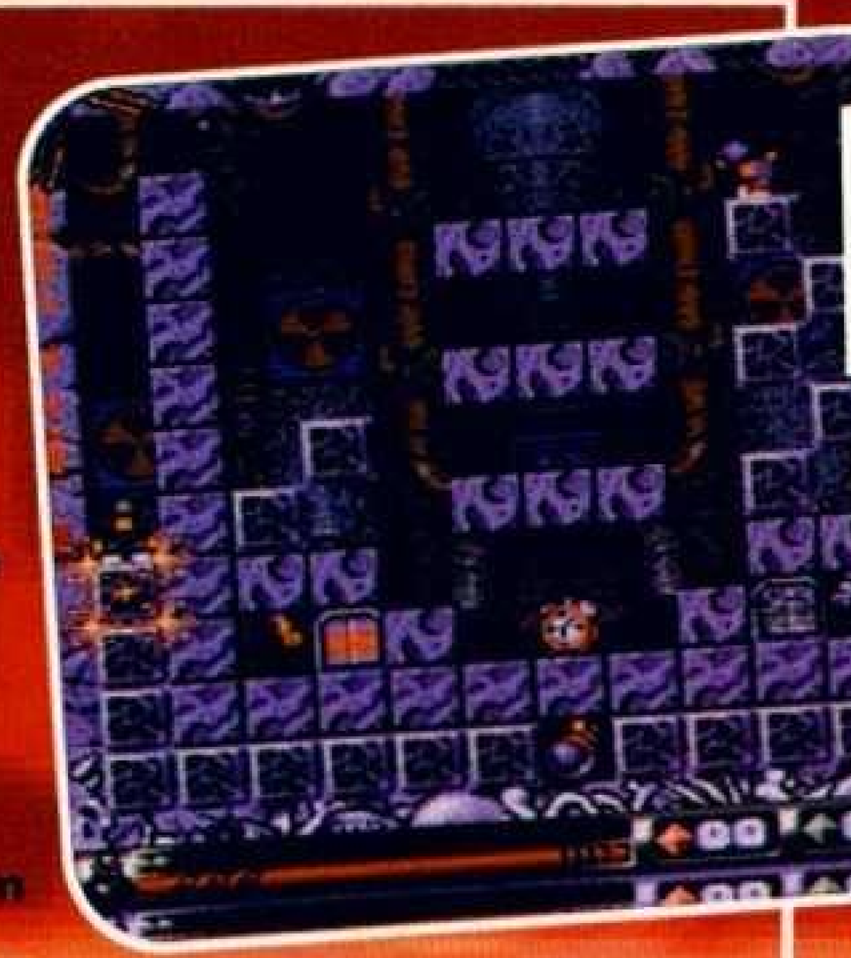
- **PLAYERS:**
2
- **CONTROL:**
Joypad and/or mouse
- **GAME DIFFICULTY:**
Tricky
- **CONTINUES:**
Infinite
- **RESPONSIVENESS:**
Tricky
- **1ST DAY SCORE:**
Level 27 in solo mode
- **GAME ORIGIN:**
Troddlers is similar in style to both Lemmings and Krusty's Super Fun House.

CONTROLS

- **HOW TO PLAY:**
One or two players manipulate the scenery of assorted, platformed stages in order to guide the troddlers from one set of doors to another.

A	Makes Hokus/Pokus Jump.
B	Places or removes blocks.
X	Has no function.
Y	Places or removes blocks.
L/R	L: NO FUNCTION R: NO FUNCTION
S	START: STARTS/PAUSES GAME SELECT: NO FUNCTION

TR



Warning there's a caution on that instills thoughts of fear and trepidation into the hearts of all sensible people. Yet when sorcerer Divinius's pupils Hokus and Pokus discover a box with this very omen splashed across it they pay it no mind and open it anyway! Through ignoring the small print the apprentices loose tribes of magical, miniature beings called Troddlers into the world. These mindless creatures are cute and harmless in themselves but if allowed to teleport through other dimensions, become zombified and a tad scary!

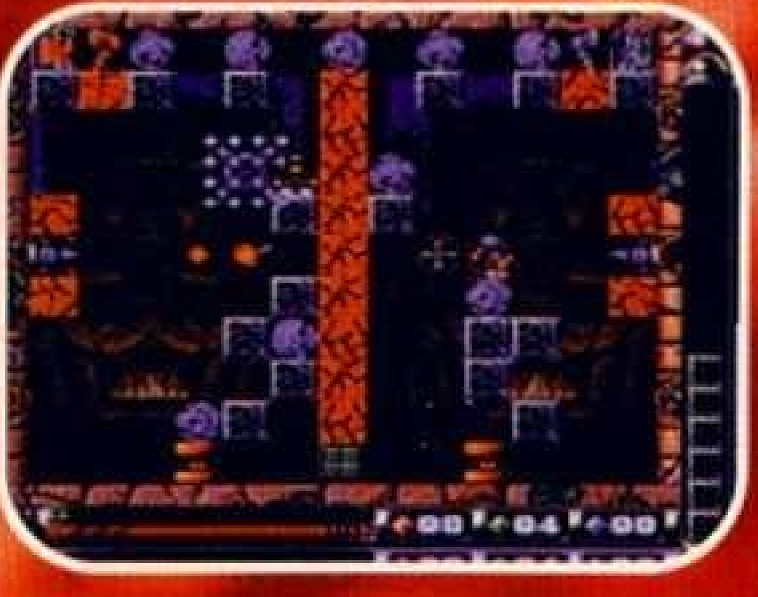
Super naturally a sorcerer's castle is rife with teleportation opportunities, alongside all manner of life-endangering devices. So the Troddlers are depending on Hokus and Pokus to guarantee them a safe passage home. More importantly, the two apprentices are in danger of losing their place in Divinius' academy - Divinius is currently spying Troddlers staring back at him from his toilet basin and is rolling over them in his sleep at night. The little blighters are everywhere!

Troddlers is another addition to the games which encourage the use of the Super NES' mouse, as well as the usual joypad. It is a platform/puzzle game in which players control Hokus and/or Pokus in their Troddler management schemes. By the placement and removal of assorted blocks and items, Hokus and Pokus' over 100 missions are waiting for the player to control this pair and lead all the Troddlers back home, with the minimum of fuss and it ain't easy!

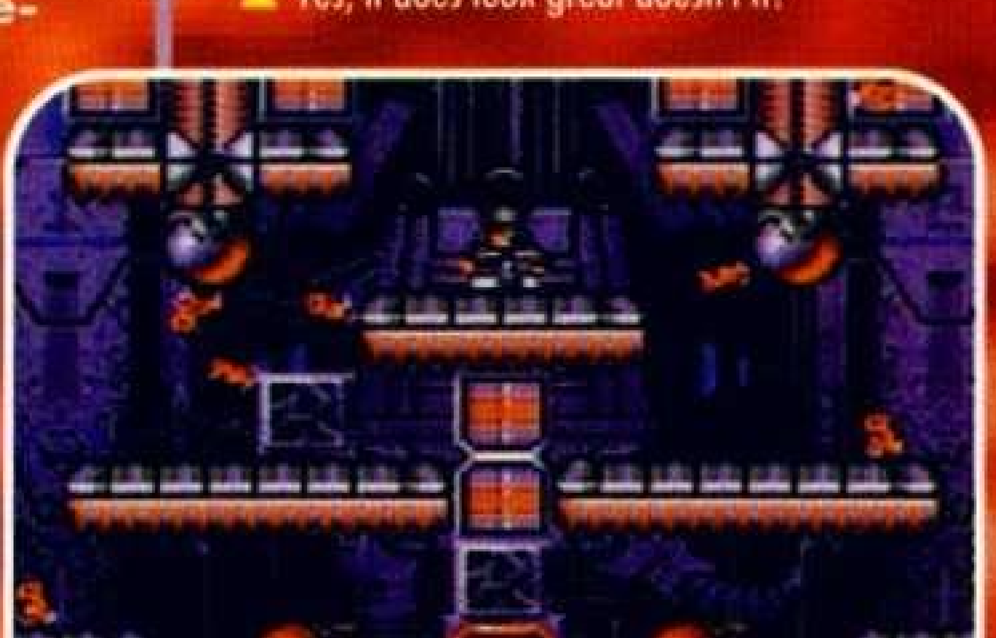
COMMENT

ROB

Puzzle games are either something you're a real fan of or tend to avoid religiously. Lemmings on the SNES is a real favourite of mine so I suppose I'd be considered a fan. At first glance Troddlers seems to use exactly the same blueprint as Lemmings, while at the same time managing to replace much of the variety of the old classic with dull and monotonous gameplay. The missions get taxing quite quickly, leaving you with a smug grin on your face when you finally figure it out, but the tedium of the first batch of puzzles tends to outweigh the satisfaction at actually getting things right. The complexity of the challenges are well graduated though. As my mind started to move into first gear I had to contend with enemies popping up determined to create further confusion, and if I was getting flash I could hunt down some bonus points scattered about the screen. But despite a few interesting features this doesn't score well on the originality monitor. If you've got Lemmings forget this (unless you're addicted to brain steaming) and if you haven't and you're after a puzzle game Lemmings is still the original and the best.

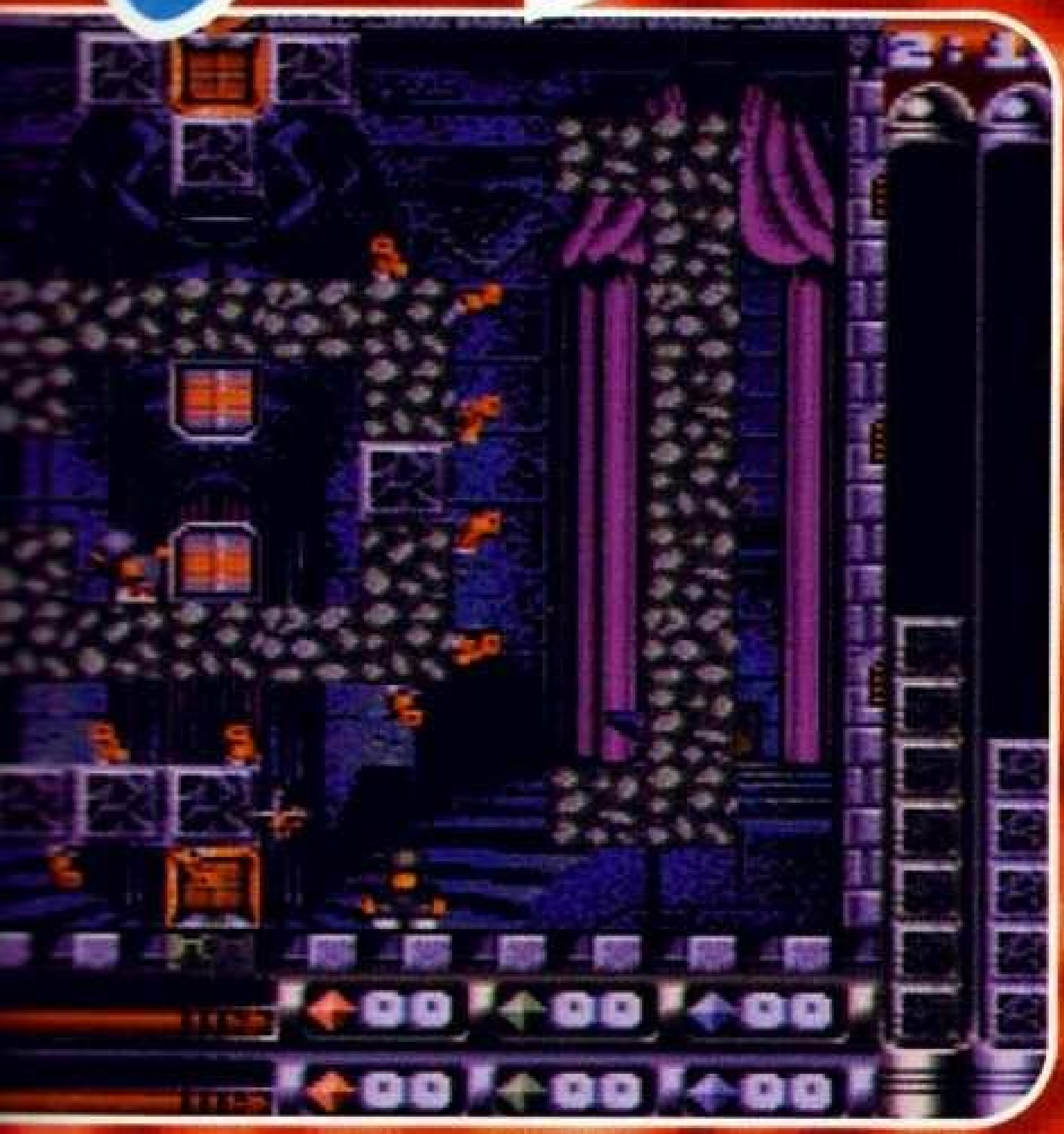


▲ Yes, it does look great doesn't it!

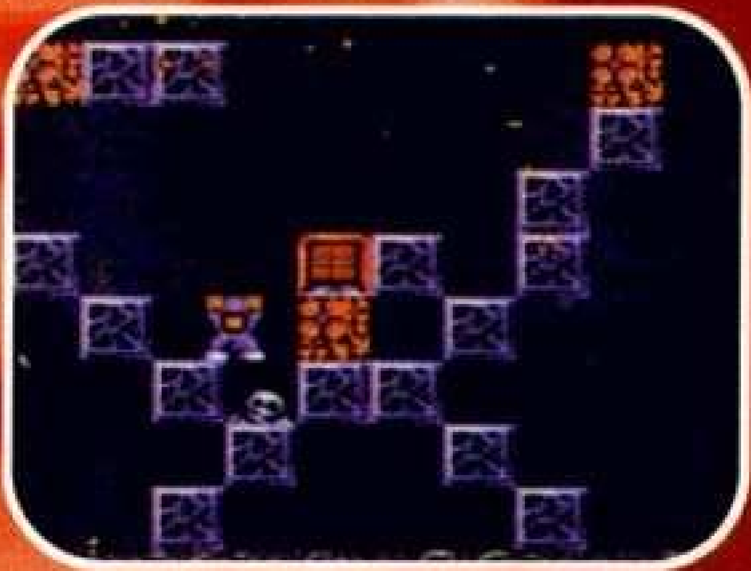


Terminate ALL Foes
Mission 2: Exterminate
Play Mission
Main Menu

RODDLERS



▲ You know readers, I've had some hard pictures to caption and some enormous spaces to fill before now, but I've got to admit defeat here and just go for the safest bet, gasp, the informative caption! Now don't laugh, I know you don't see too many of them in these pages. Anyway, without further ado, let's get on with it before we run out of space completely. "Trod...



▲ Hokus put your arms down mate, you've sweated through your jump suit. Readers are starting to complain.

TRODDLING MODES

Hokus and Pokus' activities take place in a choice of four modes of play.

Training: The basics of the game, from the placing of blocks through to dealings with Zombies, are learned here.

Solo: Whether he likes it or not, Hocus bears the brunt of the business in solo situations. Consequently Hokus holds his own against the castle's inherent perils, protecting the troddlers and collecting the gems in 100 missions!

Single: Wondering how he ever got tricked into this, Pokus joins his brother for a team effort in the least competitive of the Troddler saving sessions.

War: Somehow getting warped through the transporter himself, Pokus is transformed into a zombie and launches an attack on Hokus. Player two controls Pokus as player-one's Hokus competes to finish Pokus and his army of Zombie Troddlers through 25 levels!

COMMENT

PAUL

There is a limit to the amount of enjoyment placing blocks and directing armies of dopey miniatures can provide. Having played Troddlers I am aware of its quality and respect its depth of play but am personally underwhelmed. The puzzles are intriguing and the four modes of play provided extend the game's life-span a great deal, especially with the two-player options at hand. Those who place brain-teasers as priority over more action orientated titles should take quite a shine to all the devices at Hokus and Pokus' hands. As for me, I'd much rather take on King Arthur's World for its great atmosphere and Krusty's Super Fun House for its humour, leaving the Troddlers to occupy their niche which lies somewhere between.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	■
ACTION	■	■	■	□
CHALLENGE	■	■	■	□
REFLEXES	■	■	■	□
ORIGINALITY	■	■	□	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	□
WEEK	■	■	■	□
MONTH	■	■	□	□
YEAR	■	■	□	□

PRESENTATION 75

▲The game's options are accessed easily and methodically. The passcode system used is brief and to the point.

▼ It's still very basic and boringly functional.

GRAPHICS 78

▲The graphics are as intricate as the miniature scale allows and the movement of all characters is very fluid.

▼ From the choice of backdrops, most of them are dark which doesn't help with the definition of the action.

SOUND 72

▲ Pleasant music accompanies the few, humorously employed spot effects.

▼ The selection of tunes is limited and may become off-putting through the later stages. However, there is an option to turn this off.

PLAYABILITY 80

▲The puzzles start off simple and gradually become very, well, *puzzling*. .

▼Those who generally find puzzle games uninspiring are offered no irresistible incentive to

LASTABILITY 84

▲ It's almost a generic thing that puzzle games offer an almost endless challenge. There are over 100 testing situations for the player in Troddlers.

▼Whether or not the player feels inclined to last for the duration is another matter.

OVERALL 81

Troddlers is a high quality puzzle game with lots to offer, despite not being terribly original or exciting.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

GP-1
©1993 ATLUS

CART SPEC

- **BY:** ATLUS
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** DRIVING
- **CART SIZE:** 8 MEG

GAME INFO

- **PLAYERS:** 1/2
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium
- **CONTINUES:** N/A
- **RESPONSIVENESS:** Good
- **1ST DAY SCORE:** Win two races
- **GAME ORIGIN:** A race game, this time based on the classic Super Hang-On coin-op.

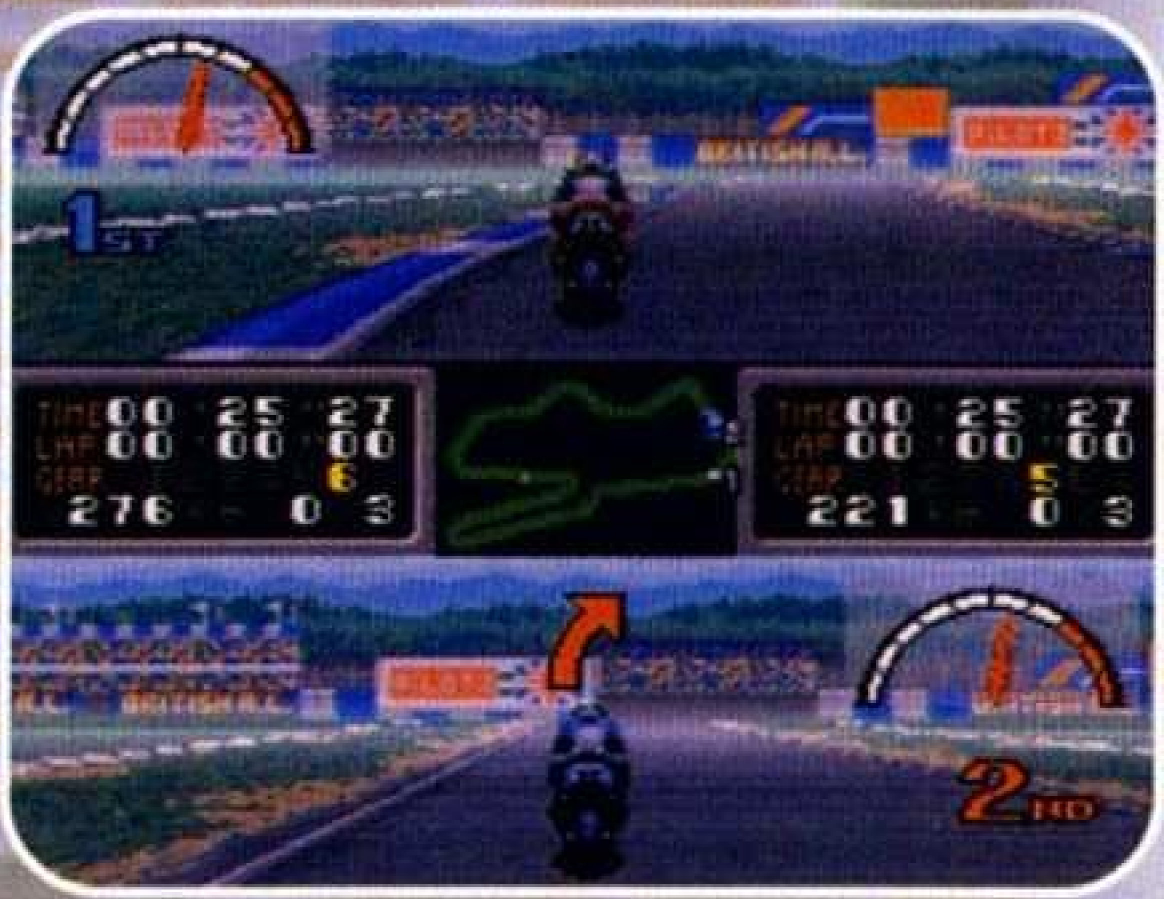
CONTROLS

- **HOW TO PLAY:** Race around a series of tracks, beating everyone else. Original, eh?

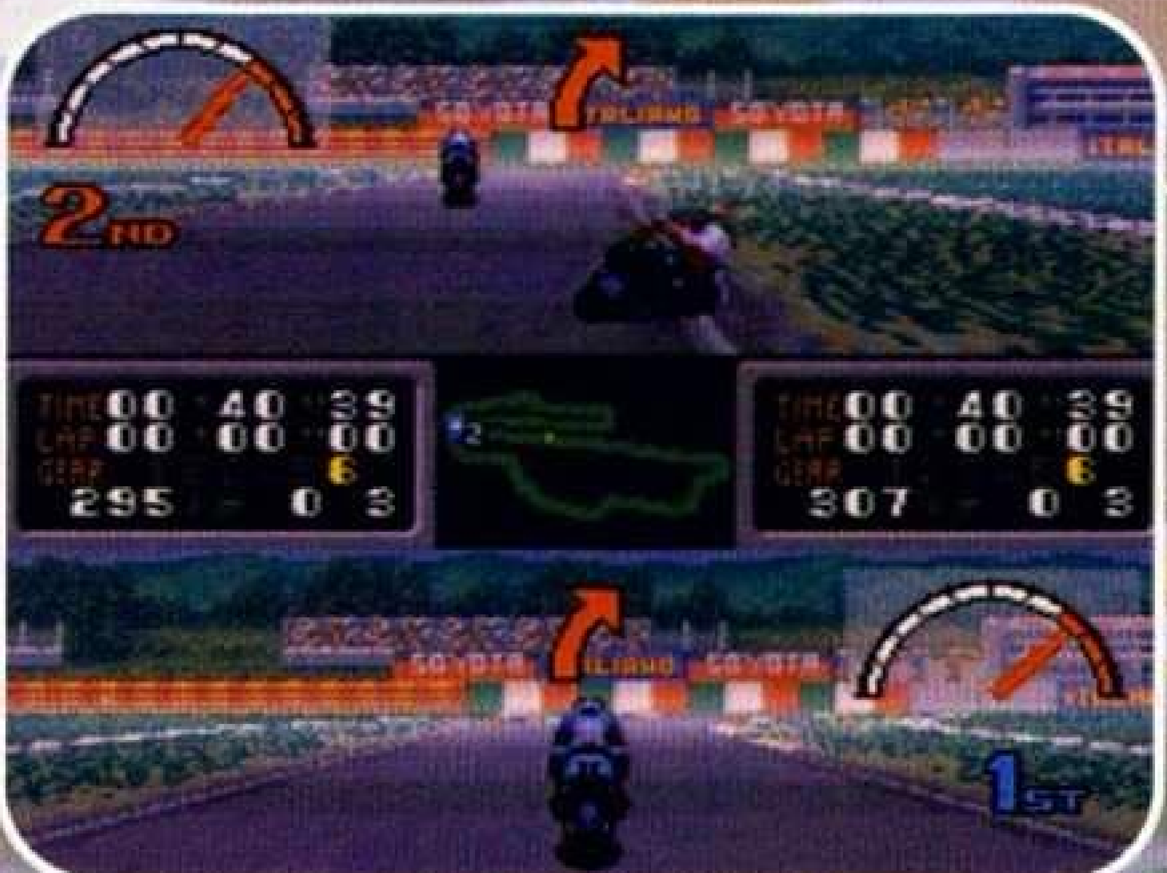
A	ACCELERATE
B	BRAKE
X	NOTHING
Y	NOTHING
L/R	L: GEAR UP R: GEAR DOWN
S	START: STARTS/PAUSES SELECT: NO FUNCTION

Do you know what it's like to sit astride 750cc of tamed power? Ever felt the sudden rush of fear and determination as you lower your body over the machine and grip the handles in a surrendering embrace? Surrendering your desire to the fiery strength of this metallic steed, surrendering your fear to speeds that drown the brain? Battling to bring your body and your bike together as one smooth-running machine, instinctive and complete? Have you ever felt the adrenalin surge from you like a waterfall as the lights go green and the race begins? Men, like gods in conquest for the heavens, clad in their black armoured skins flying towards victory and death? (What a load of old crap - NMS).

GP-1 is a motorbike racing game set around the fun and frolics of the GP500 World Championship. It comes with all of the construction options you might expect, allowing riders to tune up their bikes when they start to earn enough money. Earning the money means developing skills on the track. A fast start, speed on the straights, caution on the bends and sharp gear selection are all necessary if a player wants to stand a chance in the Championship. A practice option means that such abilities can be acquired without looking like an utter fop in front of other riders. As you'd expect, GP-1 also comes with a two-player facility allowing chums to char each others rubber as they say. At the end of the day you might have some idea of what it's like to feel a pulsating silver beast hugging your body, as both you and machine explode into roaring motion! Then again, I doubt it.



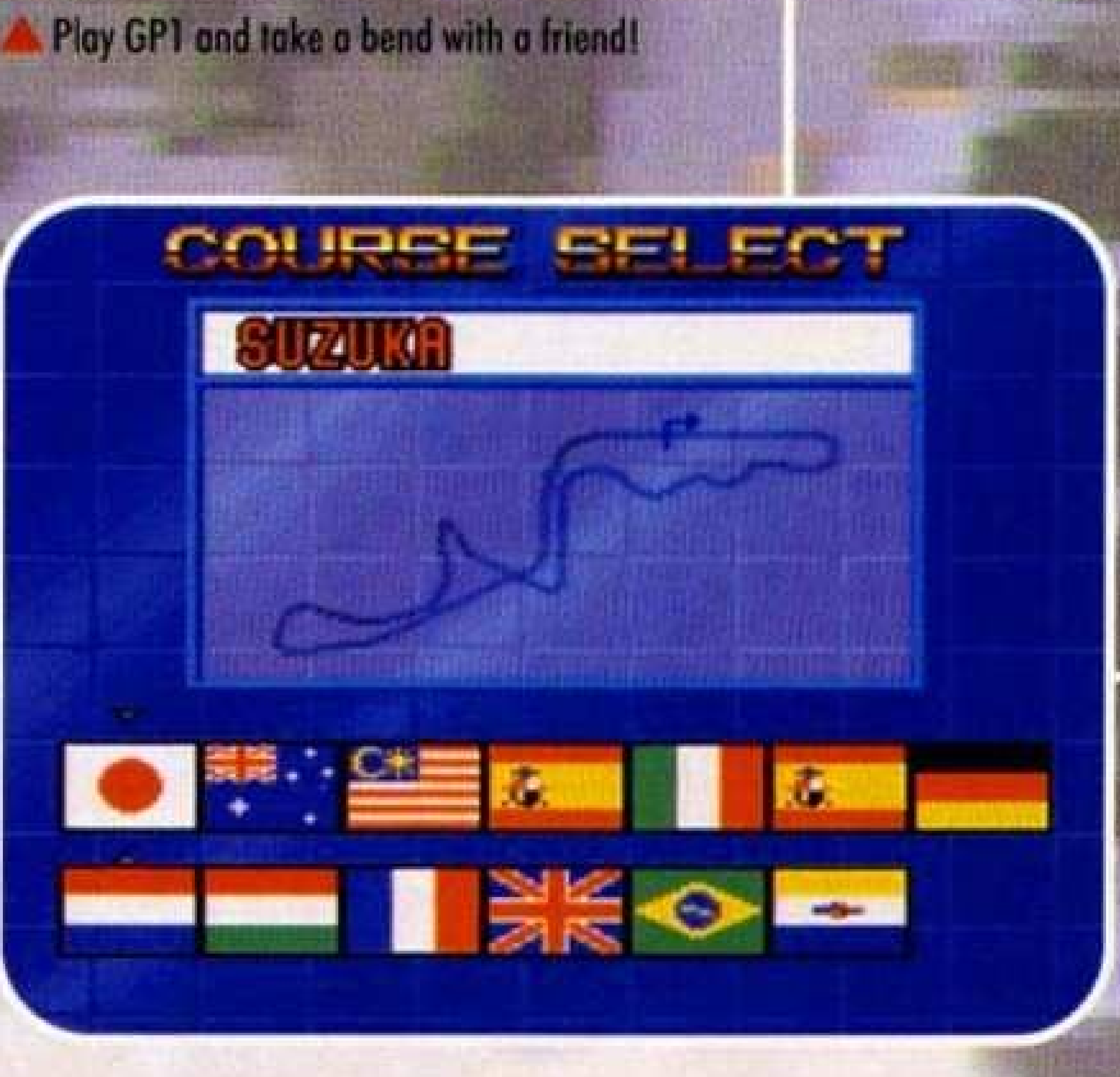
▲ Avoid the spells of the wicked wizard, Thargl, whilst steering. Sharoiinks!



▲ Play GP1 and take a bend with a friend!

TWISTY TURNY

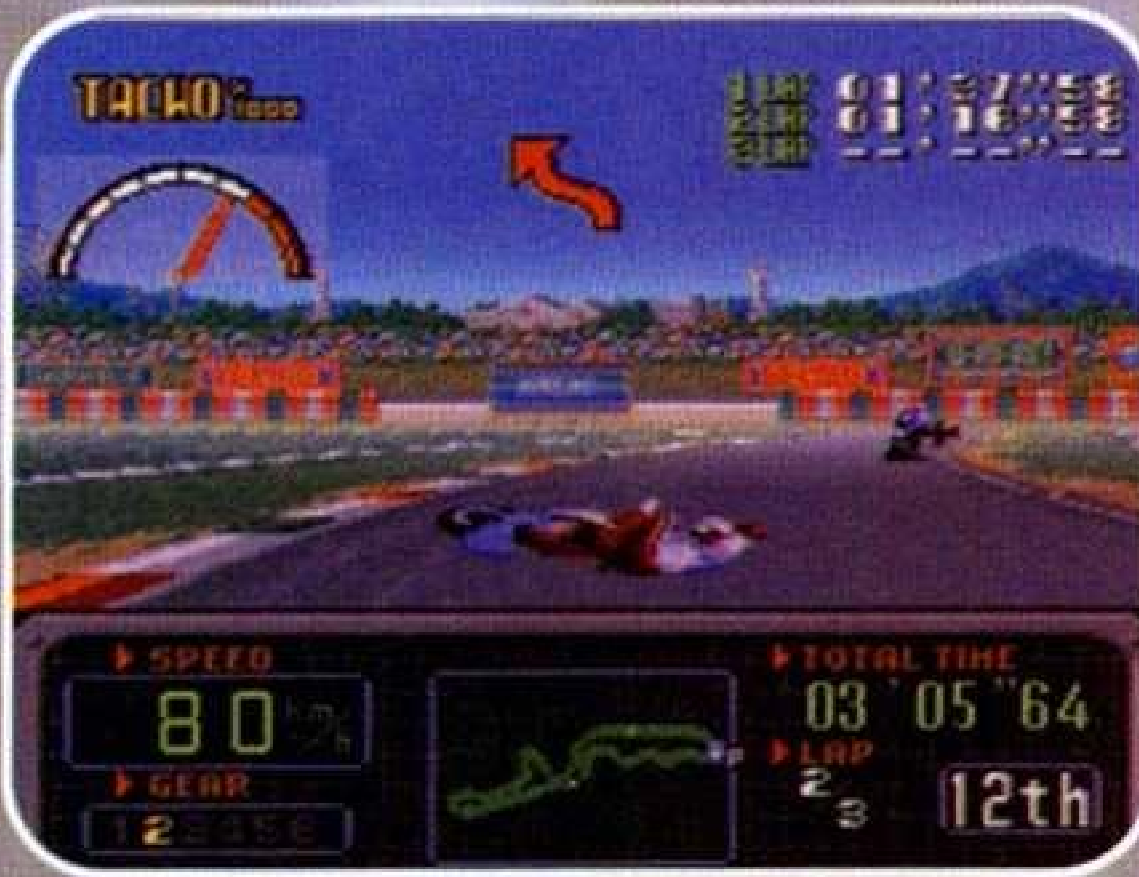
There are a total of thirteen circuits to master, each with particularly tricky bits. Familiarity with all of them is important when racing opponents. Judging how to approach a hair-pin corner, chicane or sharp bend is essential for saving time and sneaking past other racers. The importance of switching to the right gear at the right time is also something players need to familiarise themselves with. It is no good starting a turn in sixth gear or moving through the box slowly when you're on a straight. If all of this gear box strategy seems a bit complicated, the game does include an option to have automatic gear change, but the performance isn't quite as good as it is in manual mode.

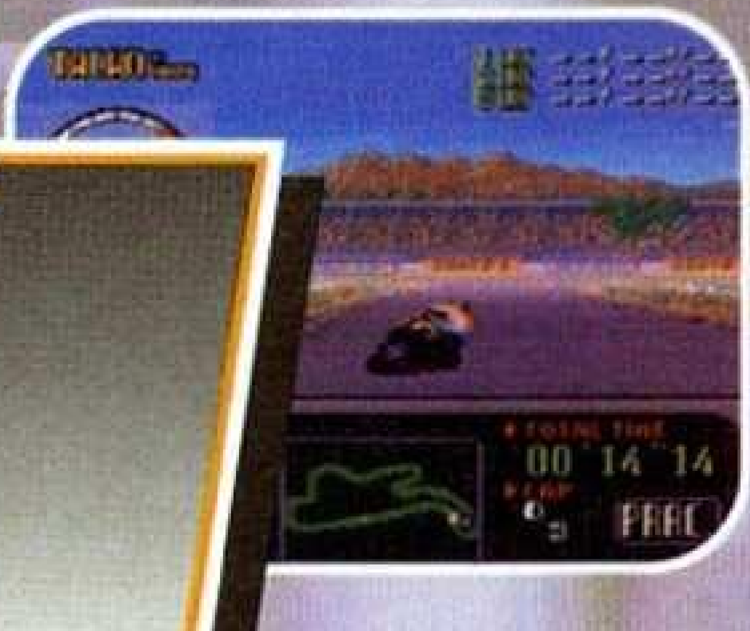


This is the part of the game we in "The Industry" call the "Course Select Screen". But I don't want to dazzle you with all this technical jargon so let's just call it the "Course Selection Screen". They're just the same thing really.

GP-1
GP RACE
1P VS 2P
FREE PRACTICE

Just one of the many digitised screens that make you think you've bought a really smart game. Good aren't they. In fact I'm off out to buy this now!

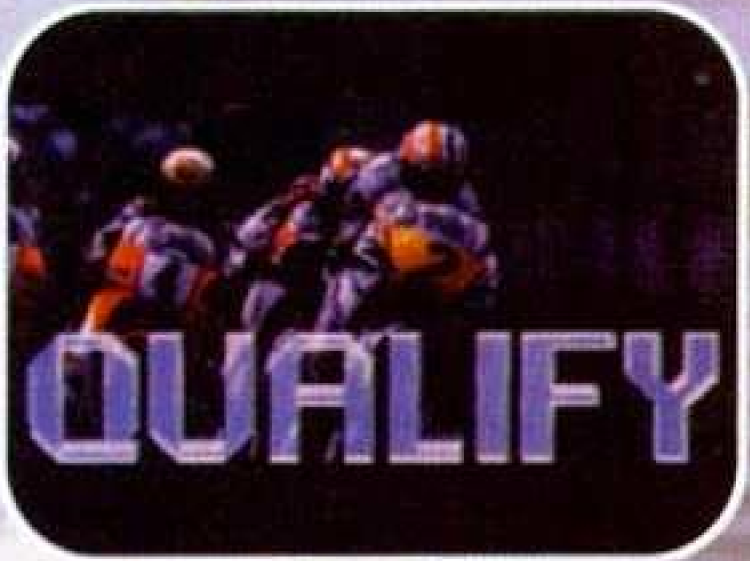


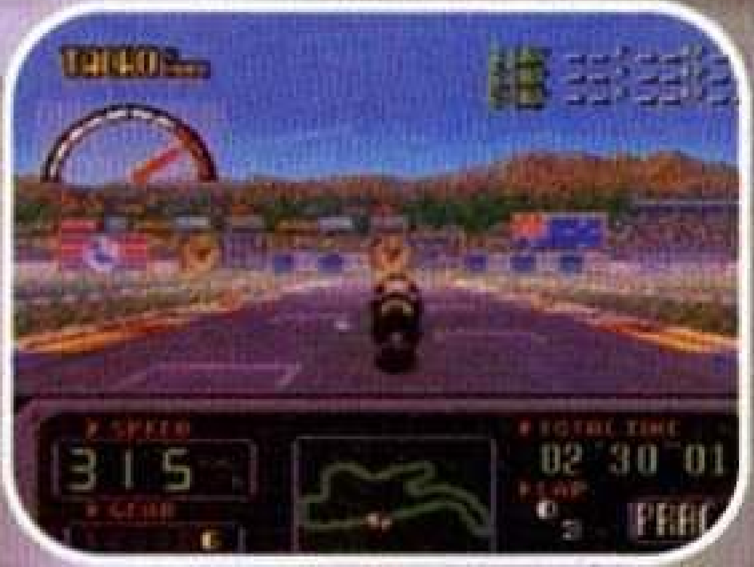


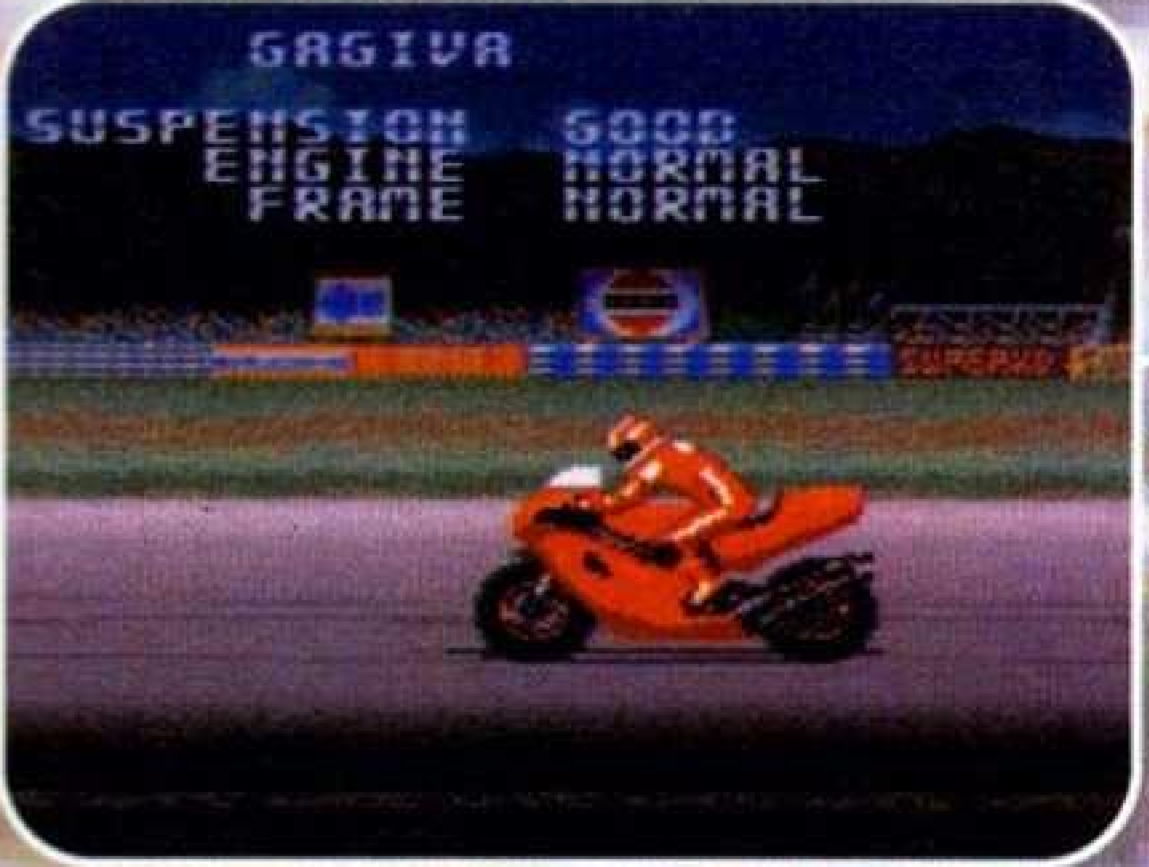
TRYING TIMES

Before even thinking of heading for the Championship, players should try and gain as much experience as possible on the practice circuits. You can practice on any of the thirteen available, and are given three laps to get to grips with its many corners. The lap times are displayed on the top-right corner of the screen so improvement in getting round the course can be monitored. Another option is to enter a single race on any of the circuits with other riders allowing you to familiarise yourself with overtaking, something which can send you flying from your bike if it isn't done properly.

P-1



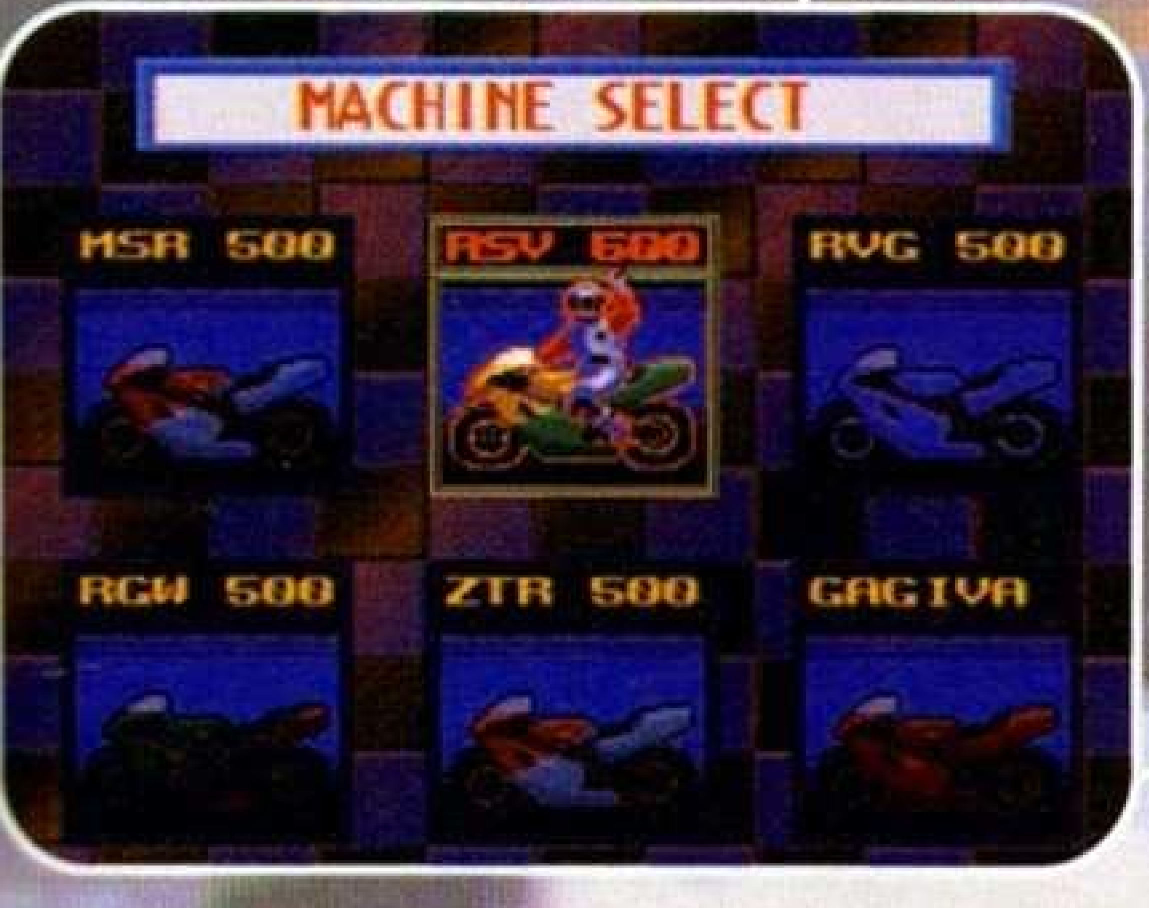




Close your eyes, buy a ticket for the Grand Prix at Brand's Hatch and it's just like you're there!

TURN ON, TUNE UP, DROP OUT!

Because only the best bikers make the GP500, it naturally follows that only the best bikes will do. Keeping the bike in tip-top condition is essential if a player is to make an impact on the circuits. The 'tune up' option gives the player the chance to improve front and rear suspension, the frame and the engine. Smooth and simple it may be, but the snag is that tuning these components costs money. The only way to earn money of course is by racing so the better you race the more finely tuned your bike becomes. After the bike has been tuned up in any department once the cost of a re-tune goes up. This means the player has to improve as a racer (thus earning more cash) before he has the chance to send the bike in for a tune up again.



Eeh! I remember when a bike was a bike and you didn't wear sissy leathers either!

COMMENT

ROB

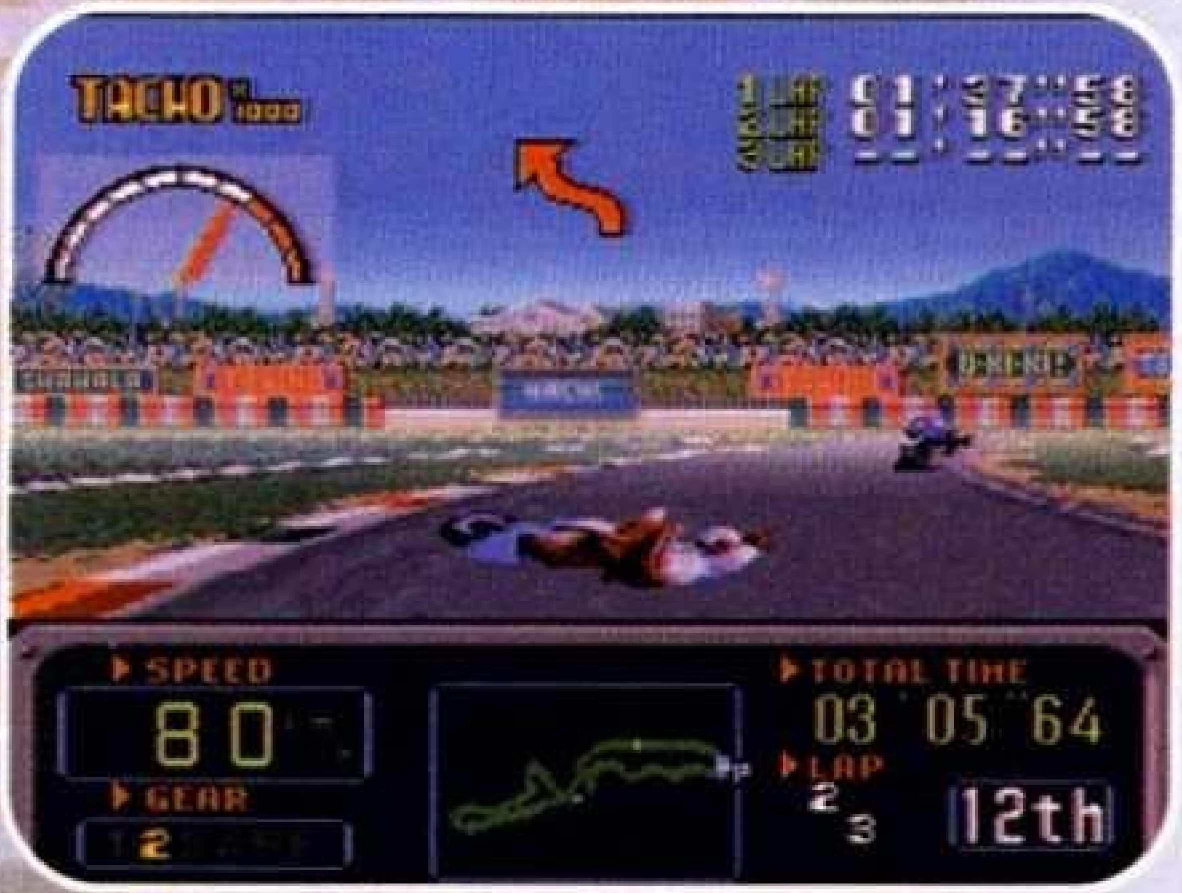
As you tend to expect of sports sims these days, GP-1 comes with the kind of options you'd expect. All to often though the depth of them hides the shallow nature of the gameplay. When I first got on the track I thought I was seeing exactly the same mistake here. The controls felt sticky and awkward, and left me swerving all over the track in decidedly unsober fashion. Things were made more frustrating by opponent's seemingly super-human abilities to hug hair-pins and the like with the grace of Barry Sheen. But as I slowly familiarised myself with the control method, things took an optimistic turn. Suddenly I could survive a race without hurtling off the track or into other racers. The computer opponents aren't too difficult to beat, even though they may seem it at first, but because GP-1 comes with a two-player split screen the programmers can be forgiven for this. Graphically this game is a little disappointing, lacking the Mode 7 finesse of other Super NES racers, and generally failing to realistically convey the sense of speed. That said, this is still a pretty fun game, especially in two-player mode. Considering it's the first Hang-On-style racer for the Super NES it's worth checking out.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

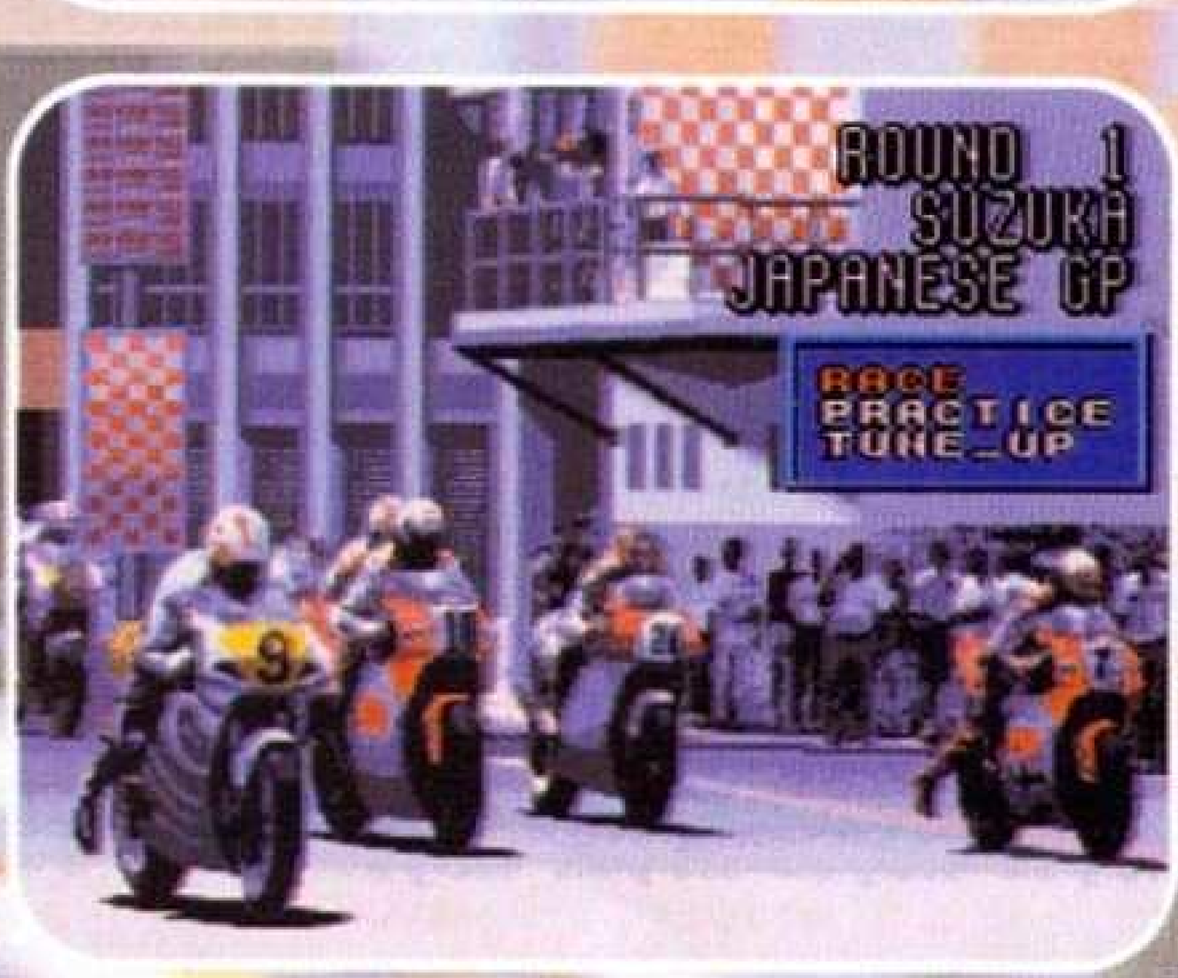
POLE TO POLE

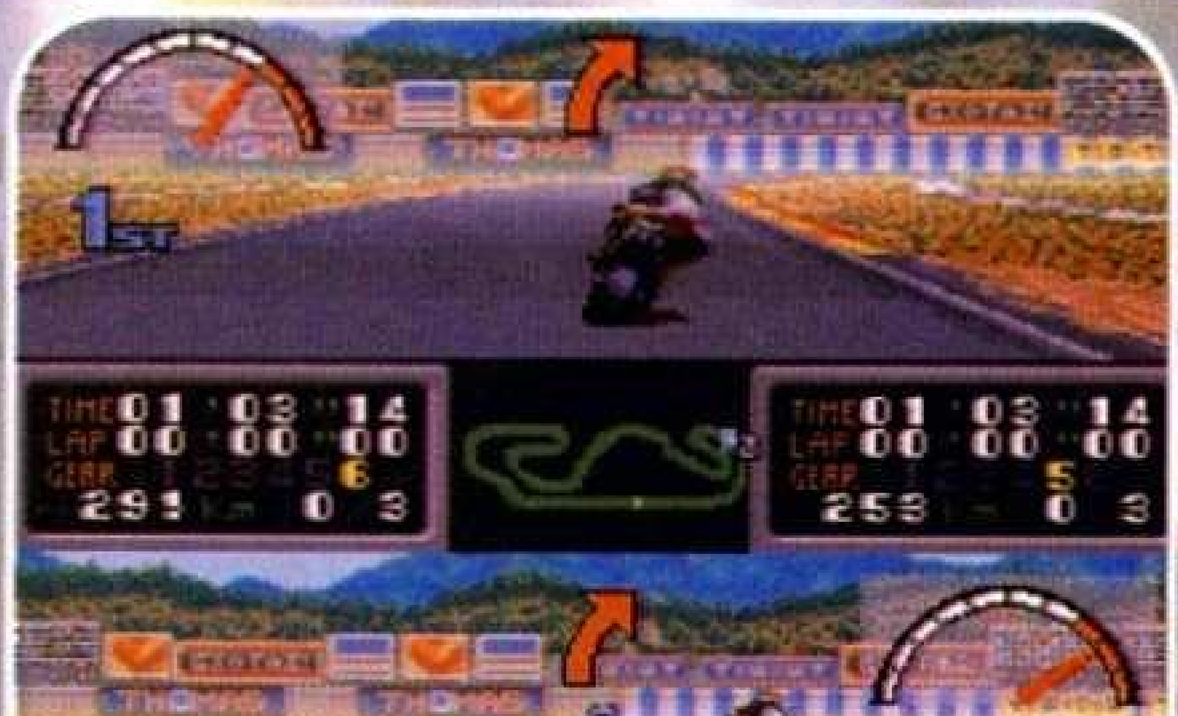
When enough experience has been gathered on the practice circuits it's time to enter the World Championship. Before a player begins racing he has to qualify. Every rider gets just one lap and one chance in which to prove their racing skills. This makes a good start especially important. The best thing to do is make sure the needle on the rev counter is as close to the line that separates the white from the red as possible. The nearer you are, the faster the bike pulls away. A higher qualifying position naturally means you forgo the hassle of having to get past so many riders. Whoopee!



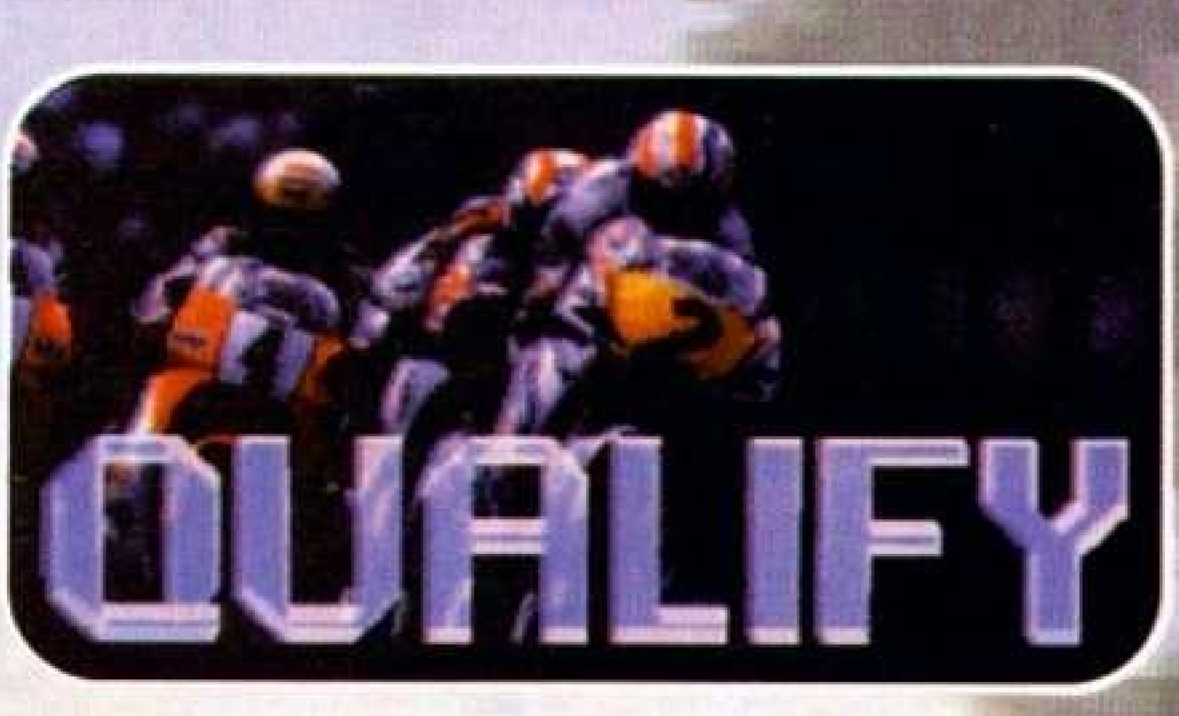
▲ Hic! Good consternoon afterble. Of course I'm not drunk. I've only had tee martoonis honesht!

▲ You're all banking the wrong way. Fools.





▲ Gasp in awe at the staggering variety in the graphics that makes GP1 the Crown Prince of bike games.



COMMENT

RAD

GP-1 is a solid, no-frills racer which on one hand is quite impressive, whilst simultaneously lacking any great lasting appeal. Graphically, it's very hunky-dory with largish sprites racing around a smoothly-updated track, but, as with most games of this sort, it soon gets a little repetitive. The thing is, successful race games in the past have always had something in them to stop tedium setting in - the Super Hang-On coin-op had its time-limit and different countries, whilst Mario Kart has intelligent opponents and devious traps and obstacles. Without anything new, GP-1 soon gets boring and the lack of varied backdrops add to the boredom. Granted, the races are set within a stadium, but surely something could have been done to liven things up. Not a terrible game, but I've seen better. Destined for obscurity, methinks.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	□	□	□
ACTION	■	■	■	□
CHALLENGE	■	■	■	□
REFLEXES	■	■	■	□
ORIGINALITY	■	■	□	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	□	□
DAY	■	■	■	■
WEEK	■	■	■	■
MONTH	■	■	□	□
YEAR	■	□	□	□

PRESENTATION 84

▲ There are plenty of in-depth options.

▼ The controls are quite tricky to get to grips with at first.

GRAPHICS 72

▼ The graphics are a bit uninspired and the animation fails to fully convey the sense of speed.

SOUND 60

▼ The sound of the engine as it works through the gears is awful. Real psychotic hair-dryer style!

PLAYABILITY 78

▲ The controls initially seem a little over-sensitive but once you're used to them they're very smooth.

LASTABILITY 80

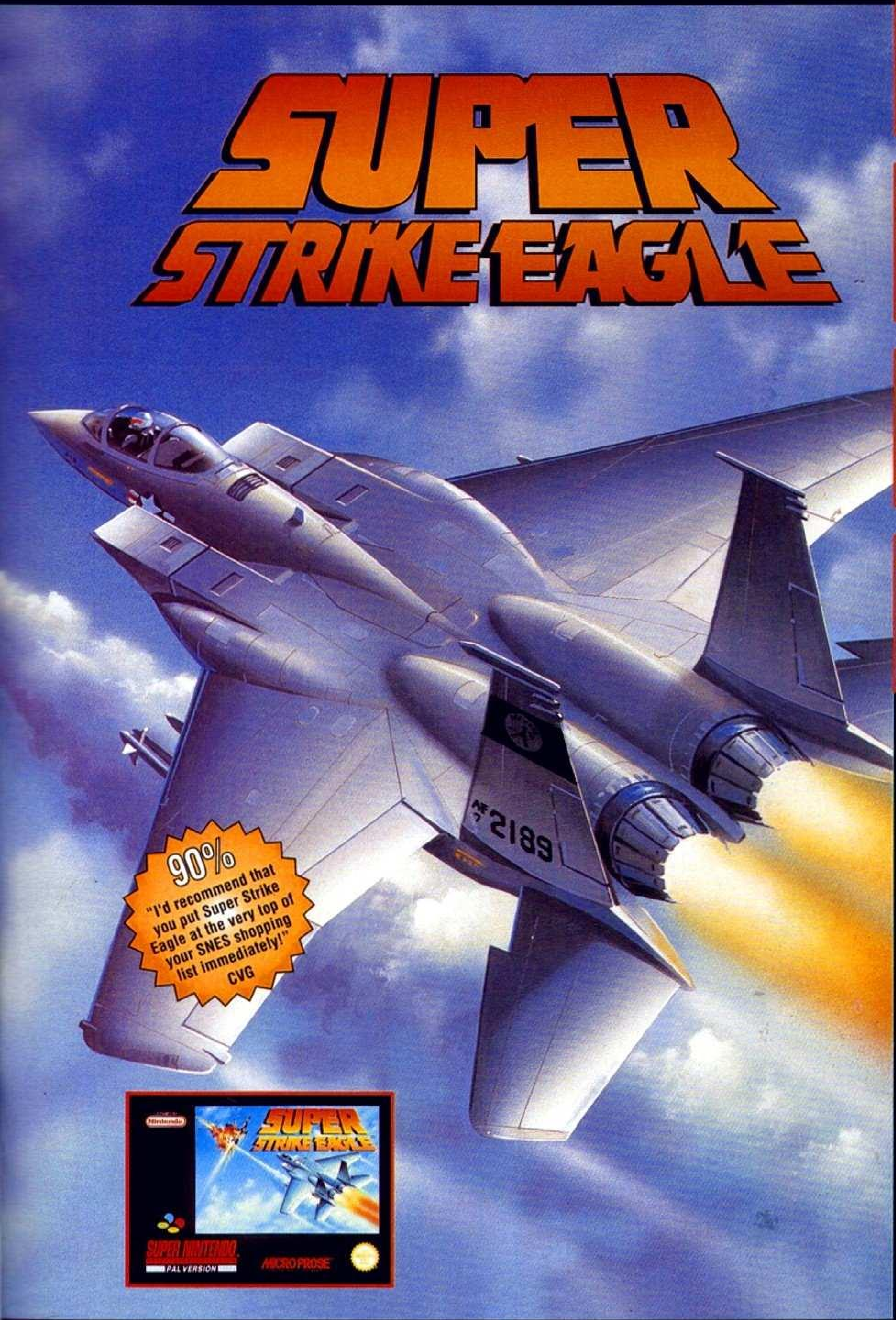
▲ The two-player mode means you can always challenge your friends.

▼ It won't be too long before the computer opponents are too easy to beat.

OVERALL 79

While GP-1 isn't the most impressive racing game you've seen on the Super NES it plays well, particularly in two-player and motor bike fanatics can't fail to enjoy it.

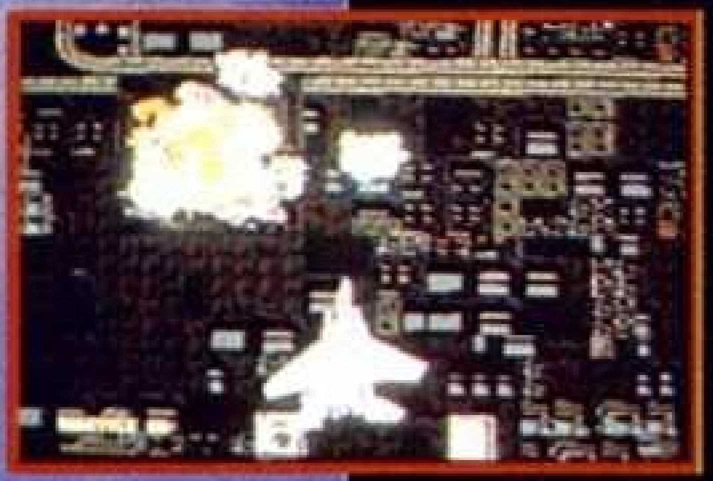
The Flying Action Game To Thrill Your ~~Senses!~~ SNESES!


SUPER
STRIKE EAGLE
AF 7 2189
Nintendo
SUPER STRIKE EAGLE
SUPER NINTENDO
PAL VERSION
MICROPROSE

90%

"I'd recommend that you put Super Strike Eagle at the very top of your SNES shopping list immediately!"

CVG



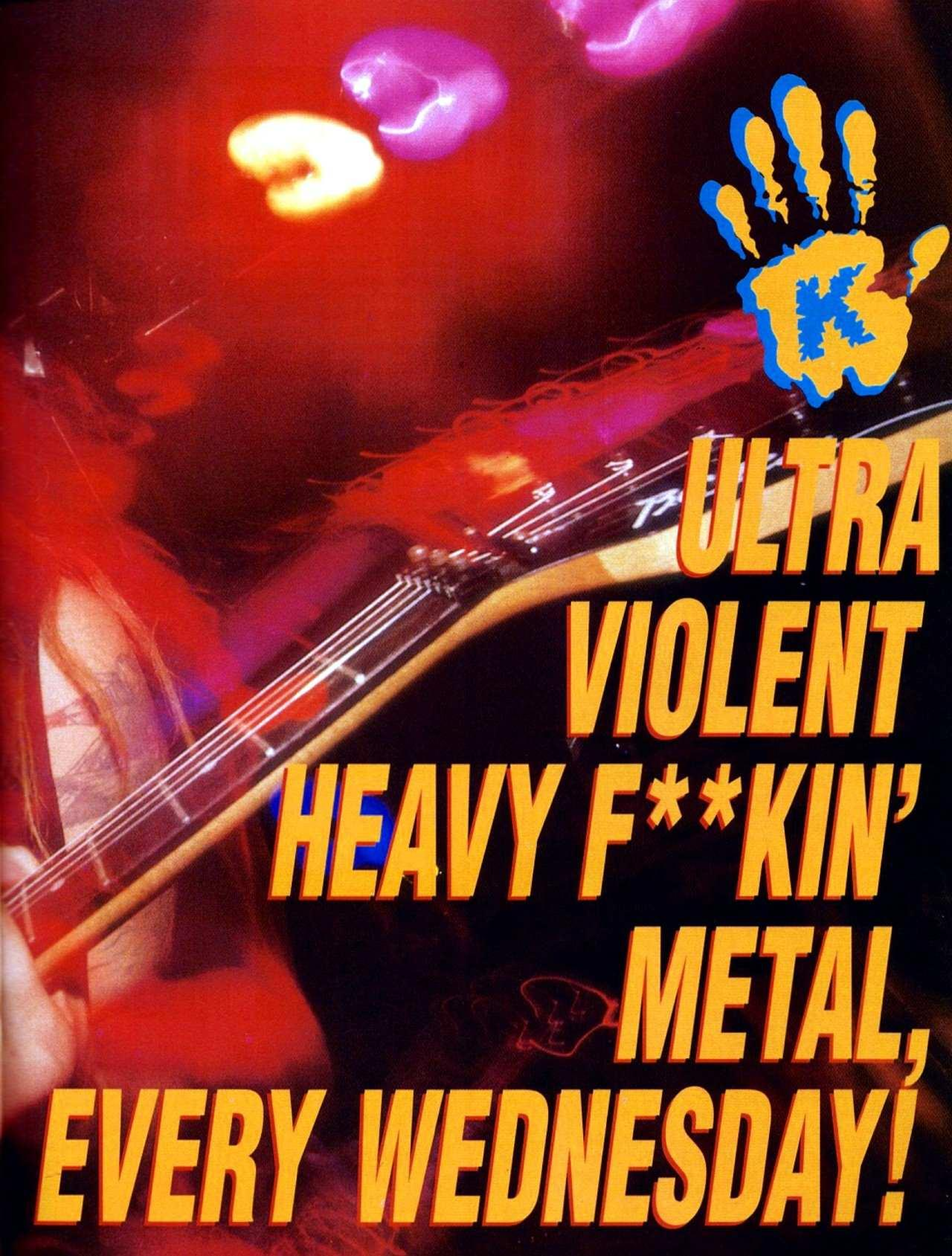
It's fast, it's furious,
it's frantic
and it features:

- Instant Action. Jump in and go!
- Full 3-D dogfighting from a real Strike Eagle in-cockpit perspective
- Missions that just get tougher and tougher with a huge number of targets
- Arcade style top-down view of ground attack combat and dramatic missile strikes
- Bonus weapons and special targets for Ace fighter jocks
- Two player mode for when the action gets too hot to handle
- Satellite-map mode navigation, 256 colour graphics and digitized speech

Super Strike Eagle *It's SNES at its best*

MICROPROSE
Seriously Fun Software

KERRANG!
DiMarzio


K
ULTRA
VIOLENT
HEAVY F**KIN'
METAL,
EVERY WEDNESDAY!

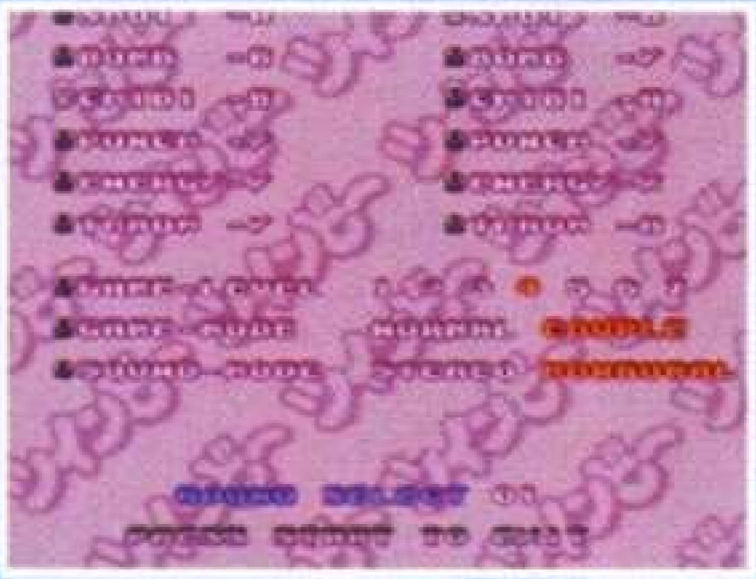
TIPS AND TACTICS

Hey! You seem like a tips reading kind of human being! The sort who spends hours mastering some game or another and enjoys laughing at the shameful writings of other people like yourself as they're printed on these very pages. Well pack it in! Stop wallowing in your own self-esteem and chuffin' well let us know how smart you are at Grondo's Magic Turnip, Xxexxiuss, Master Blockpuzzler or whatever! After all if you don't tell the generally pretty clued-up, NMS-reading public about the secrets you discover, who else is there? C'mon! Send your fantastic and great tips into us at B...ER, BLOW THIS FOR A GAME OF MARBLES I'VE GOT MY OWN WORK TO DO TIPS SECTION, NINTENDO MAGAZINE SYSTEM, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Don't forget, the sender of the best tip or tips gets something of a prize. It might be a T-shirt, it might be a game, it might even be a signed Polaroid of Steve if you're really unlucky, but hey, that's all part of the rich tapestry that is NMS.

SUPER NINTENDO ENTERTAINMENT SYSTEM

POP 'N' TWINBEE

If you reckon you're a bit of a wiz with the old joypaddo, and you've actually forked out a load of cash for this impressive-yet-unoriginal shoot 'em up, this could just be the tip for you. It's possible to make the game harder by going to the options screen and pressing UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A. Now see how difficulty level eight miraculously appears - grrrrrrrrrreat!
Mind you, if you're a bit bad at this game, there's a cheat here for you too. A round select is yours if you follow this procedure. Go to the options screen and press UP, LEFT, UP, LEFT, UP, LEFT, LEFT, LEFT, RIGHT, RIGHT, RIGHT, DOWN, LEFT, DOWN, LEFT, DOWN, B. You'll bee nuts about that one, honey.



CYBERNATOR

If you fancy giving this Free Play infinite continues cheat a go-go, we'd better print it, eh? On the Game Start/Options screen hold up and the L and R buttons. Press START and the cheat is activated. Huzzah. And it provides a third of your recommended daily fibre intake...

SUPER TETRIS/BOMBLISS

Puzzle fiends ahoy! If you've got a large brain and you're very dead good at Tetris, here's a tip which should keep you quiet for a bit. There are in fact nine extra tough skill levels at the top end of the range in Tetris, which are obtainable by holding the L and R buttons and SELECT on pad 2 on the difficulty select screen. Try this cheat on BomBliss and it allows you to skip straight all the way up to level 60! Tasty, tasty, very very tasty. It's very tasty.

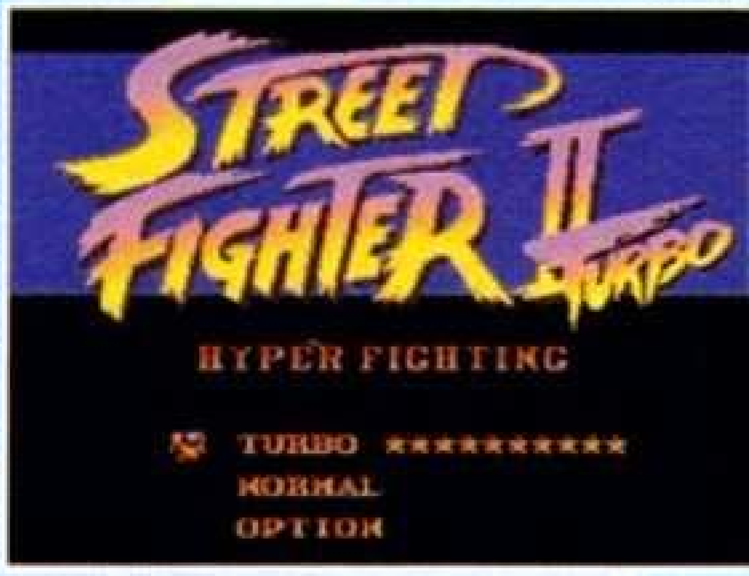
STREET FIGHTER TURBO

Welcome friend, to the psychic tip zone, where tonight, and tonight only mark you, we can reveal exclusively cheats for the game that is wetting the most peoples' pants at the moment. SF2 Turbo. I use the term "exclusively" in the loosest way because several of you have phoned in with these. However, Gary had translated it from a Japanese mag eons ago, so all be to he. All complaints if they don't work should b addressed to the boy Harrod too - not to anyone else you hear - blame him! Anyway on with the cheats...

TURBO CHEAT 1

If you think you're the greatest Street Fighter player that has ever lived why not try this amusing cheat. When the Capcom logo appears input the code from the original Street Fighter cart of DOWN, 'R' BUTTON, UP, 'L' BUTTON,Y ,B ,X ,A to remove all special moves from whichever character you select. Watch out though, as this cheat has no effect on the computer-controlled opponents!

STREET FIGHTER II



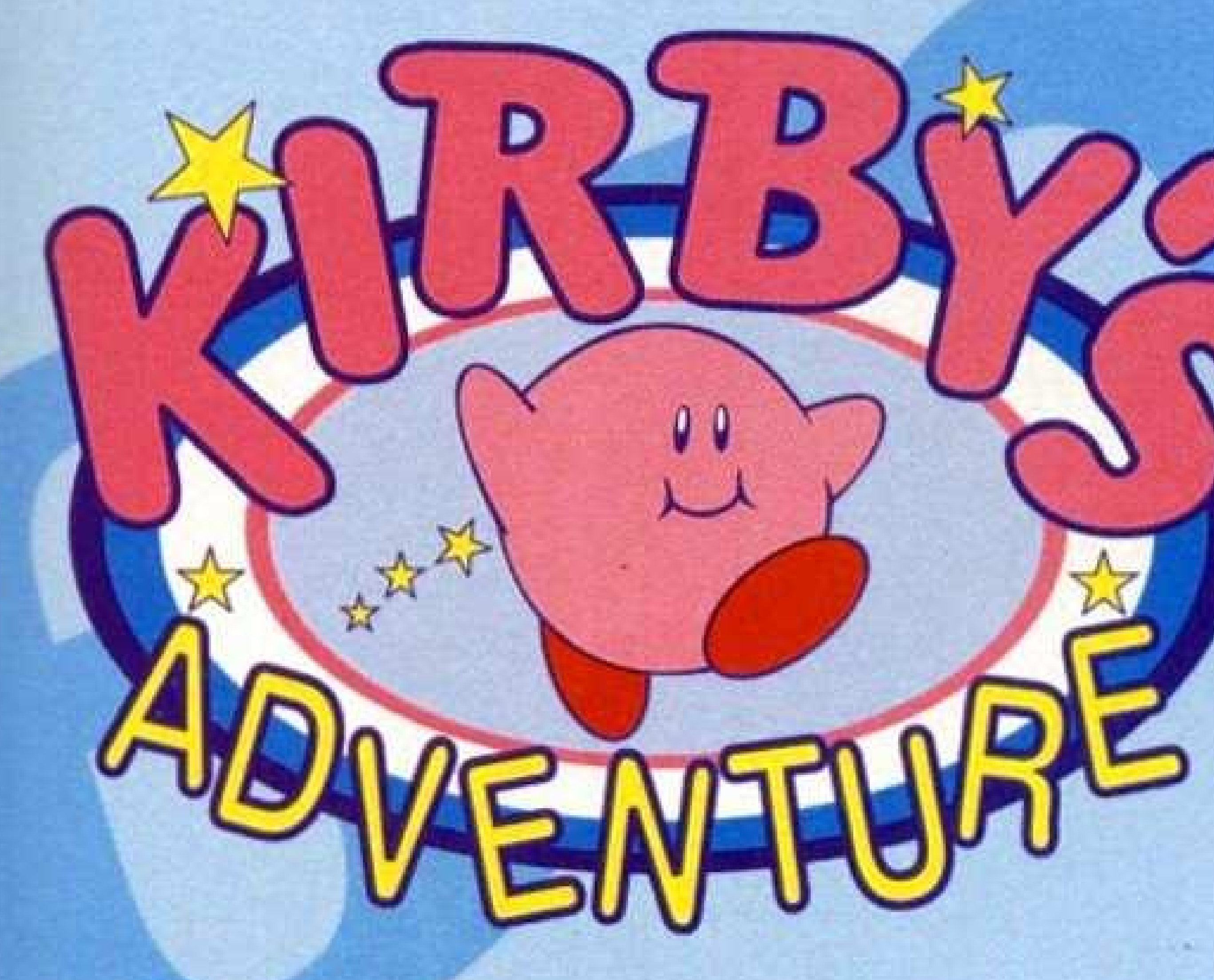
TURBO CHEAT 2

Headache. Tense, nervous headache? Turbo mode not fast enough for you? Do not fret dear readers as NMS proudly reveal this fabby cheat that increases the game speed from the previous maximum of four stars to an ultra quick nine stars! The code to input is the same as the original cheat but must be done on controller two and when the SF logo appears. If you input the codes correctly you will hear a tune. Now stop reading and get playing!

Nintendo® ENTERTAINMENT SYSTEM®

KIRBY'S DREAM LAND

The good old NES claims Tip Of The Month with this one for Kirby's mighty 8-bit debut. Like Super Mario World, Kirby's adventure on the NES has many secrets awaiting discovery. This is the first of many, and it is found on level 1-2. Instead of flying away on the magical star that floats at the end of this level, have Kirby walk back on himself a short way - being sure to wait a second or two on the star-block just to the left of his transportation. Walk Kirby far enough away so that the magical star goes off screen and then guide Kirby back again. The star is gone! Lead the little fellow off the right-hand side of the screen and Kirby is in a special, secret screen that he otherwise misses! The key for this tip, however is not letting Kirby swallow the star-blocks on this level. Otherwise the cheat doesn't work. Exciting, eh? Any further discoveries about this cool game? Get them here!



KICKLE CUBICLE

Blimey! Level Select Codes 'R' Us or what! Or should that be Level Select U Like? Level Select And Spencer? Ok enough of that, how about some smart kodes for the not-so-smart but kute 'n' kuddly Kickle Cubicle....
To go where no cubicle has kicked before simply enter the code
XMeWbJCE
Whilst a special version of the game can be accessed via a deft inputting of the code:
FbgJIYA
Y'all pay special attention to the letter case now!

JACKIE CHAN'S KUNG FU

If you're one of those people, as Dennis Norden might say, who is just gagging for a level select AND 99 lives cheat for this topping beat 'em up, then do nothing more than grab the game, two joypads and the attention span necessary to follow this rather complicated routine: Begin the game then press START until Jackie sits down. Now press RESET and the title screen indicates that you have five continues. Now press UP, UP, DOWN, DOWN, Up, DOWN,B, A on controller two. Quickly press START on controller one and, last and completely least, return to the second joypad to press B.
The title screen should now be proudly boasting 99 continues whilst minor investigation will reveal a neat "1" adjacent to the word START. All you have to do now is use the UP or DOWN arrow to select your chosen stage, start the game and relax safe in the knowledge that you can't possibly use 99 lives and will probably finish the game on your first go and never play it again. No, thanks aren't necessary.

GAME BOY

Hmm, seems like this one is being aired for the second time in only a few months, but - no matter - here it is again. It's a tip for making Super Mario Land II even easier than usual and it is achieved by pressing SELECT as Mario chooses a pipe at the start of the game. The words EASY MODE appear and that's exactly what the player gets. Oh! Better thank Peter Coulter for that, before we forget.

SUPER
MARIO LAND 2
6 GOLDEN COINS

A BOY AND HIS BLOB

This tip only makes sense to those who are struggling at the end of their quest. In any case Daniel Usmar explains everything: Upon arriving at the Hot Chocolate use a mint jelly-bean to freeze it over. Now use the tangerine bean as a trampoline and bounce over onto the ledge at the left of the cage. Now summon Blob with the ketchup jelly-bean and feed it honey so that it turns into a bird. Blob flies right, hits the cage and frees the princess. We hope that hasn't given too much away - like the end of the game or anything....

KUNG-FU MASTER

Master Usmar's second offering this month lays on extra bonus points at every floor. By using throws on every enemy but execute a jump-kick for every eleventh one. A massive 10, 000 points are rewarded for these tactics. This works every time with the exception of knife-throwers who require throwing, so just start the count again. OK?

NEMESIS

How on earth do you make Nemesis more fun than it already is? By having full power-ups at the start of the game that's how! Daniel Usmar provides the means to this end: On the title screen press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B and A then START. Not only this but Daniel also has cheats that work during the game. extra speed and a force-field is available by pausing the game and pressing B five times then A five times. An all-enemy crush occurs by pausing the game then pressing UP, RIGHT, DOWN, LEFT, UP, RIGHT, DOWN, LEFT, B, A, B, and A. It's an oldie, but a goodie all the same.

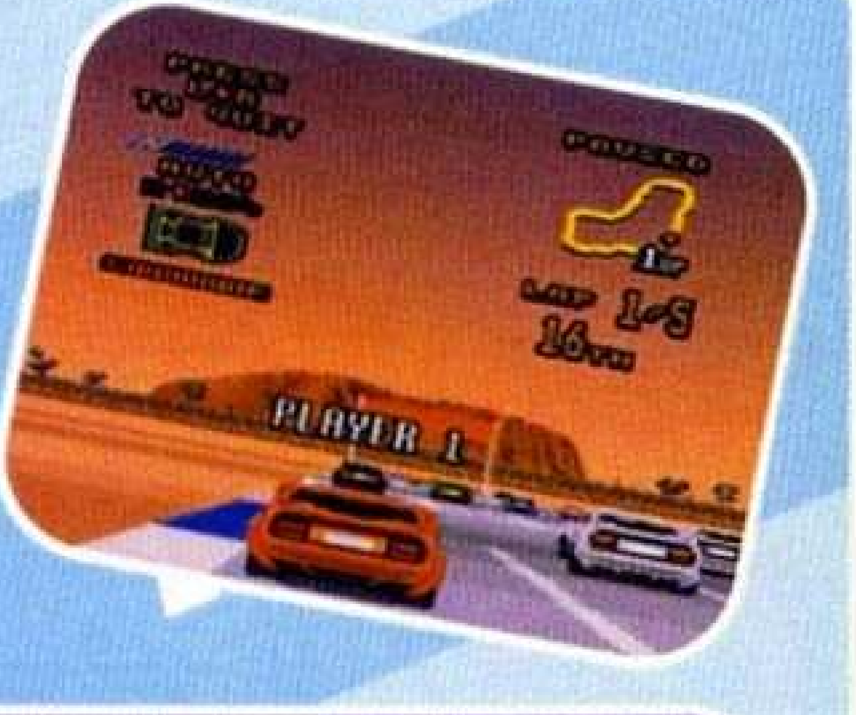
C'MERE THERE'S MORE

We interrupt this magazine to bring you Stop Press, extremely last minute news on even more great games. There just wasn't enough space at the front of the mag with the rest of the News pages for these stories, but we felt that you really had to know about them. So, having read our extensive reviews section and before you get your teeth into the assorted ramblings contained within both the Mailbag and Q&A sections, here's a few snippets to keep an eye out for. Everything in these pages is set for a review next issue, so put on those rubber pants and prepare to enter the busy world of last-minute journalism...

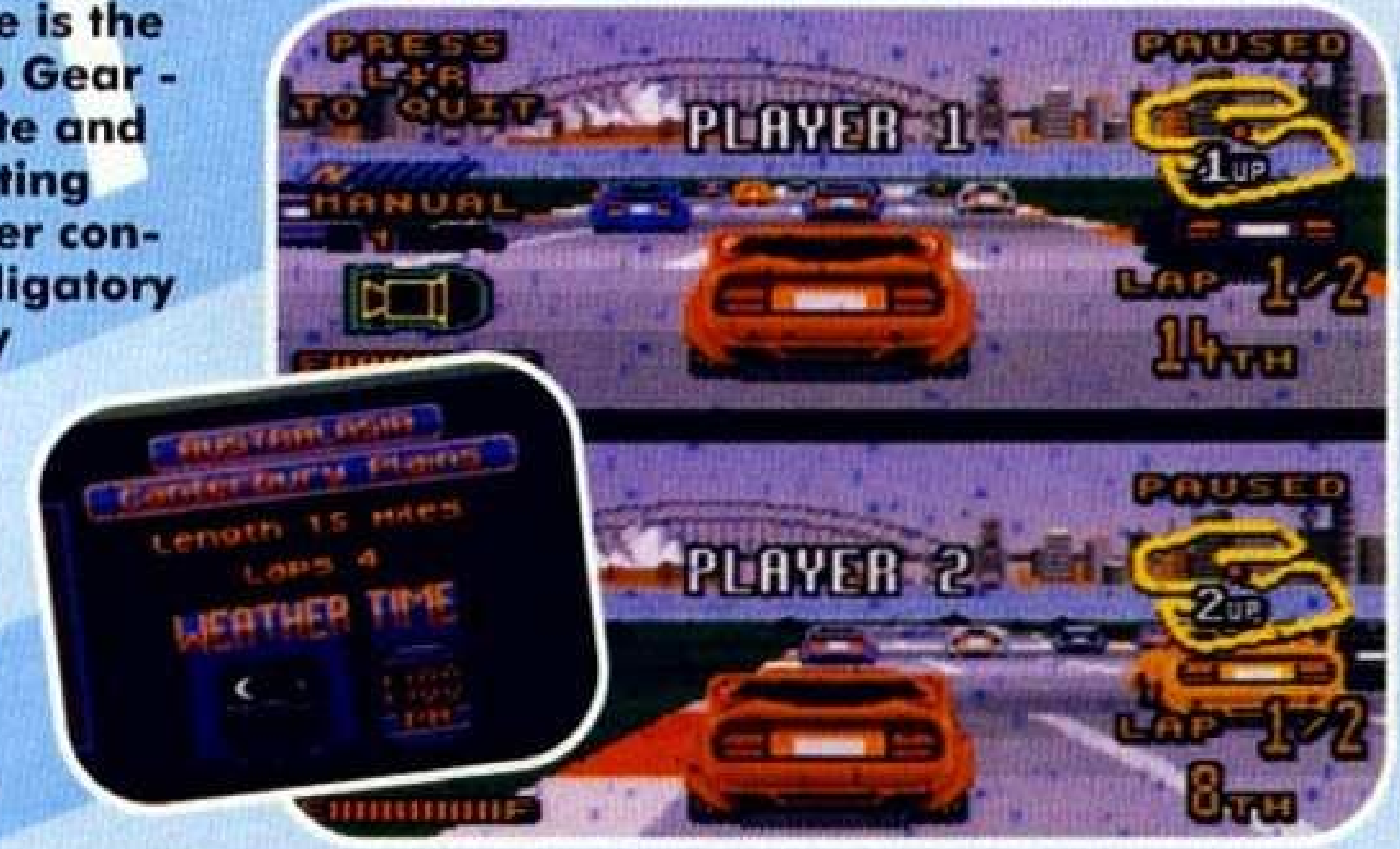
COUNTRY SELECTION
AUSTRALASIA

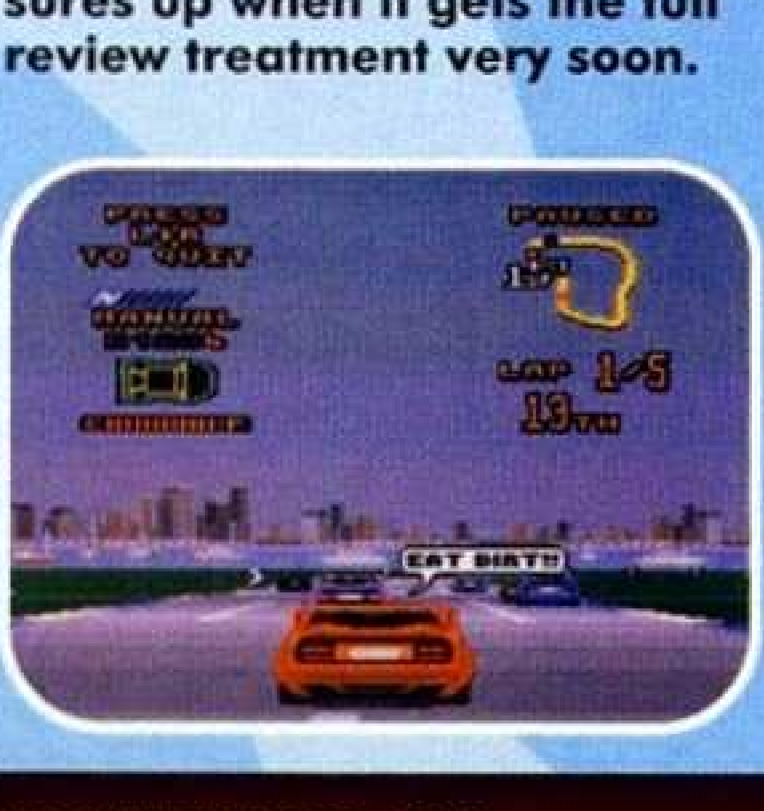
▲ Once again, Steve was amazed of the lack of imagination used in the picture he was asked to caption. Yes, of all the exciting racing shots, Gary wanted him to caption a map screen.

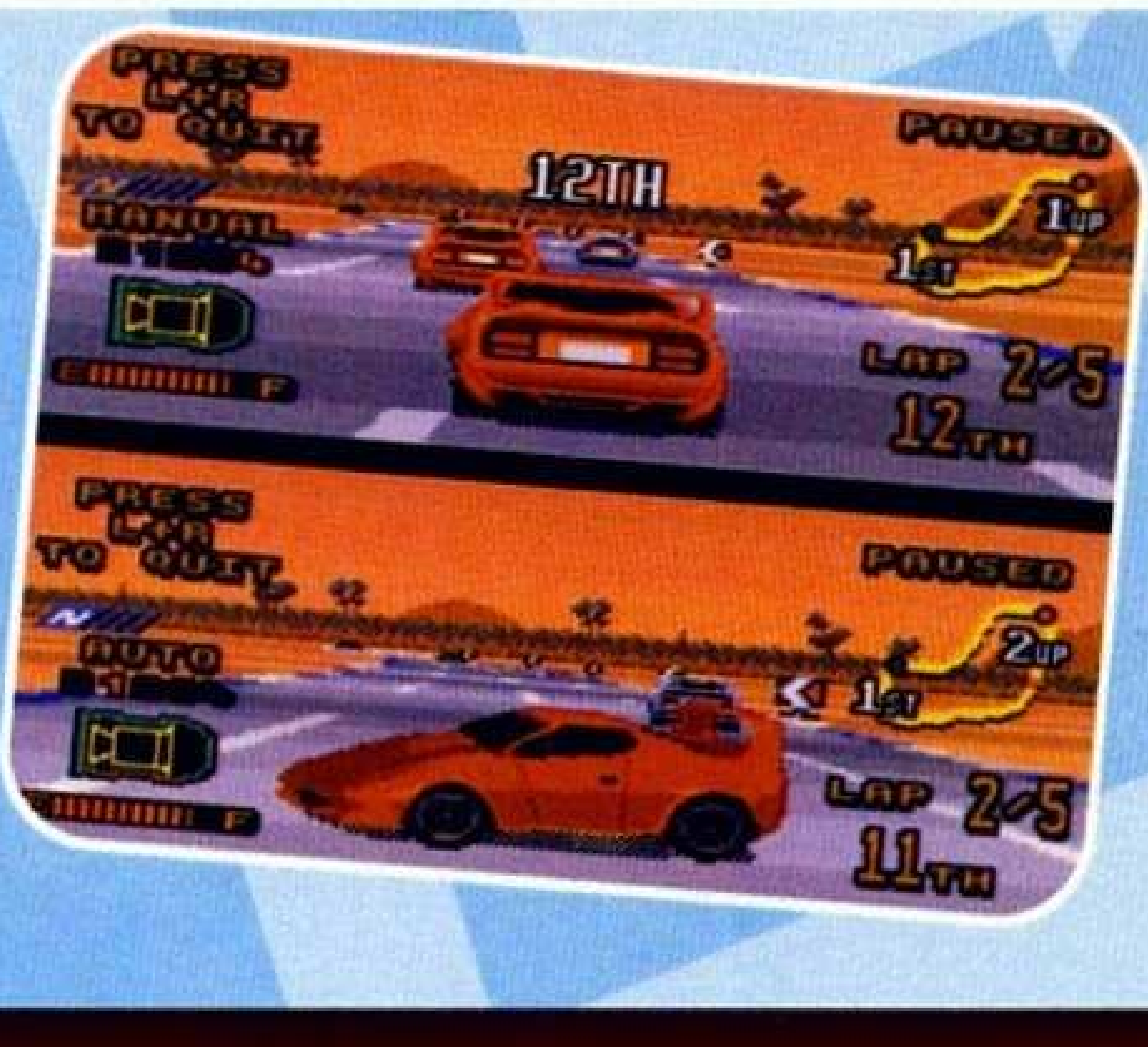
GET INTO TOP GEAR (AGAIN)

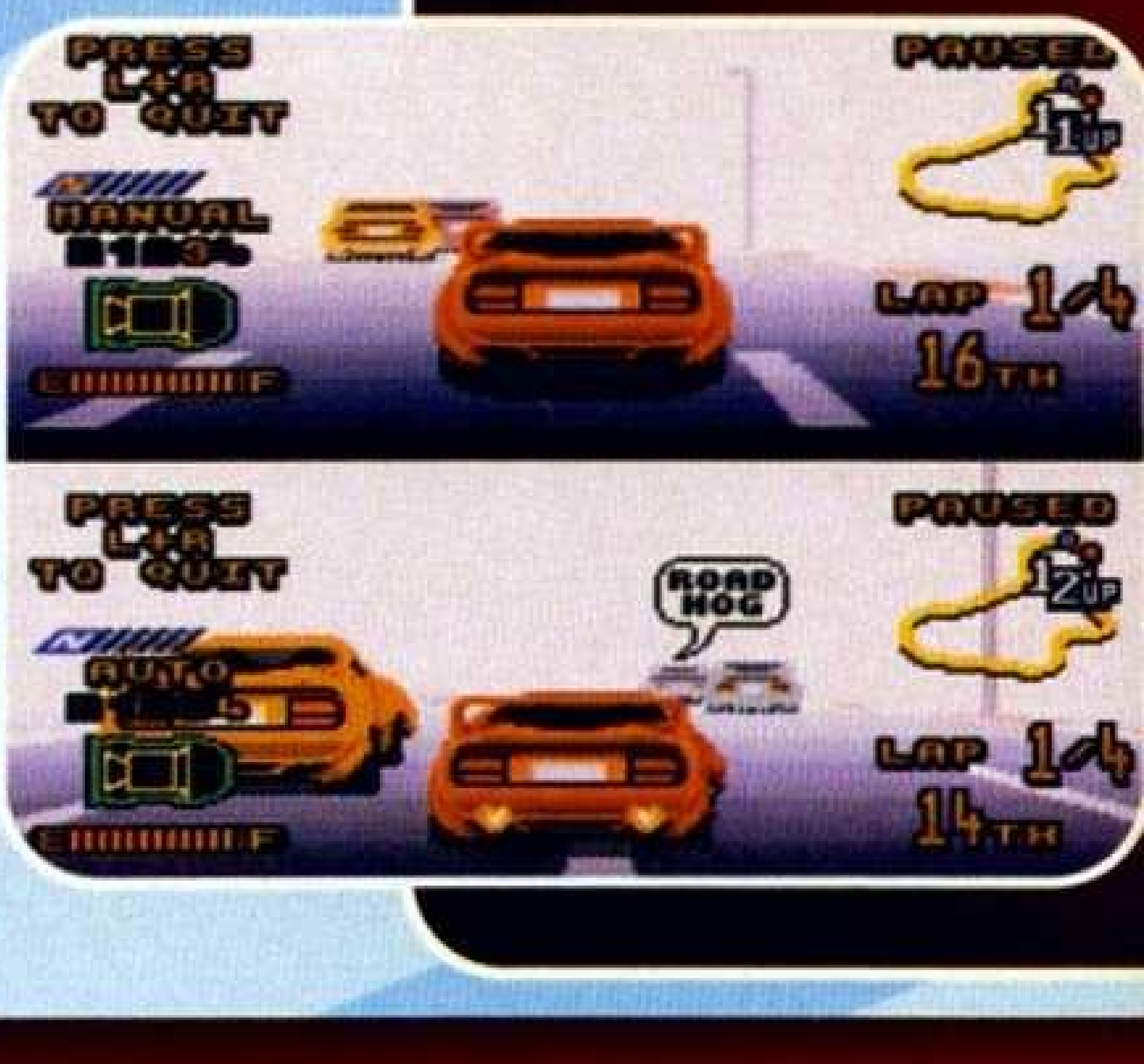

PAUSED
LAP 1/5
16TH
PLAYER 1

Currently revving up at Kemco's base is the imaginatively-named sequel to Top Gear - Top Gear II. Featuring smoother update and more hazards, one of the most interesting features is the game's assorted weather conditions. Starting with snow and the obligatory icy roads, this later gives way to a very realistic fog effect and a similarly impressive night driving section. Other enhancements to the game include a full-screen one-player mode and more detail on the backdrops and cars. Currently lining up for an October release, Top Gear II has some heavy competition also lining up including Titus's Lamborghini and, of course, FX Trax. However, you'll be able to see just how it measures up when it gets the full review treatment very soon.


PRESS L+R TO QUIT
PAUSED
PLAYER 1
1UP
MANUAL
LAP 1/2
14TH
AUSTRALASIA
Canterbury Plains
Length 15 miles
Laps 4
WEATHER TIME
PAUSED
PLAYER 2
2UP
LAP 1/2
8TH


PRESS L+R TO QUIT
PAUSED
MANUAL
LAP 1/5
13TH
EAT DIRT!

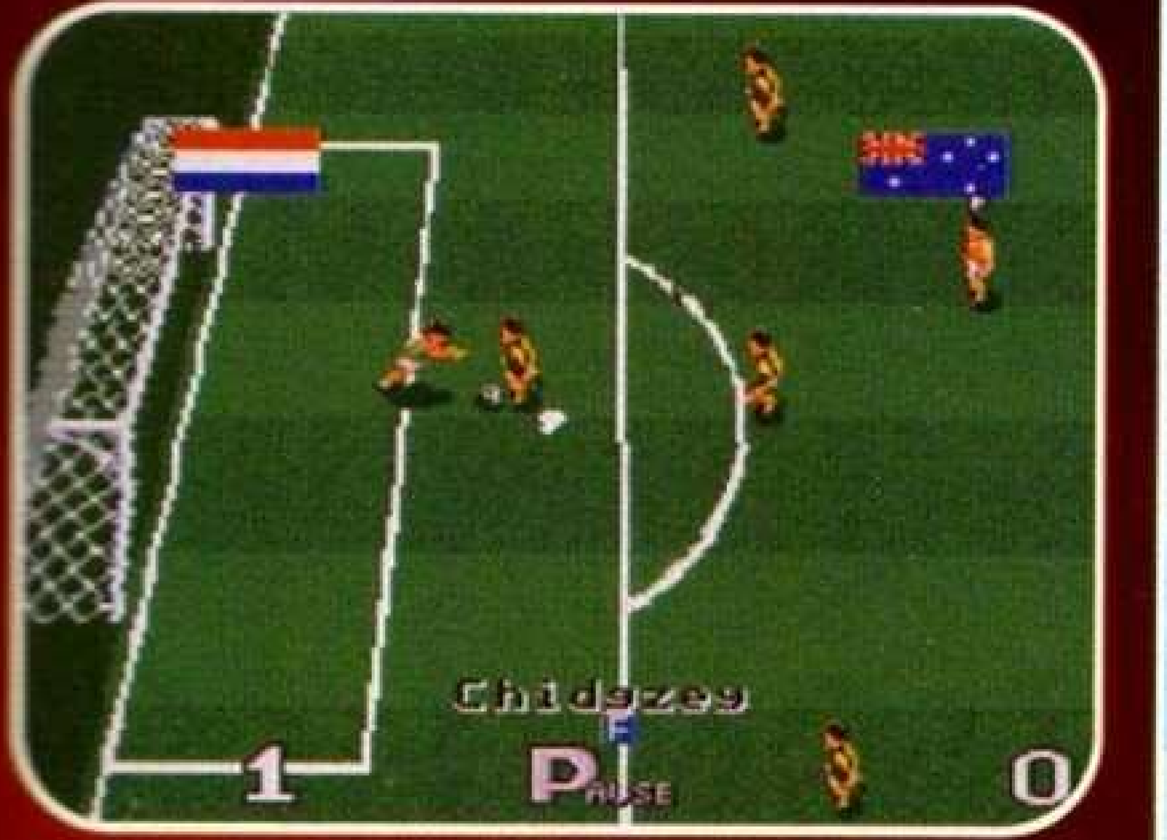

PRESS L+R TO QUIT
PAUSED
12TH
MANUAL
1UP
1ST
LAP 2/5
12TH
PRESS L+R TO QUIT
PAUSED
AUTO
2UP
1ST
LAP 2/5
11TH


PRESS L+R TO QUIT
PAUSED
1UP
MANUAL
LAP 1/4
16TH
PRESS L+R TO QUIT
PAUSED
ROAD HOG
AUTO
2UP
LAP 1/4
14TH

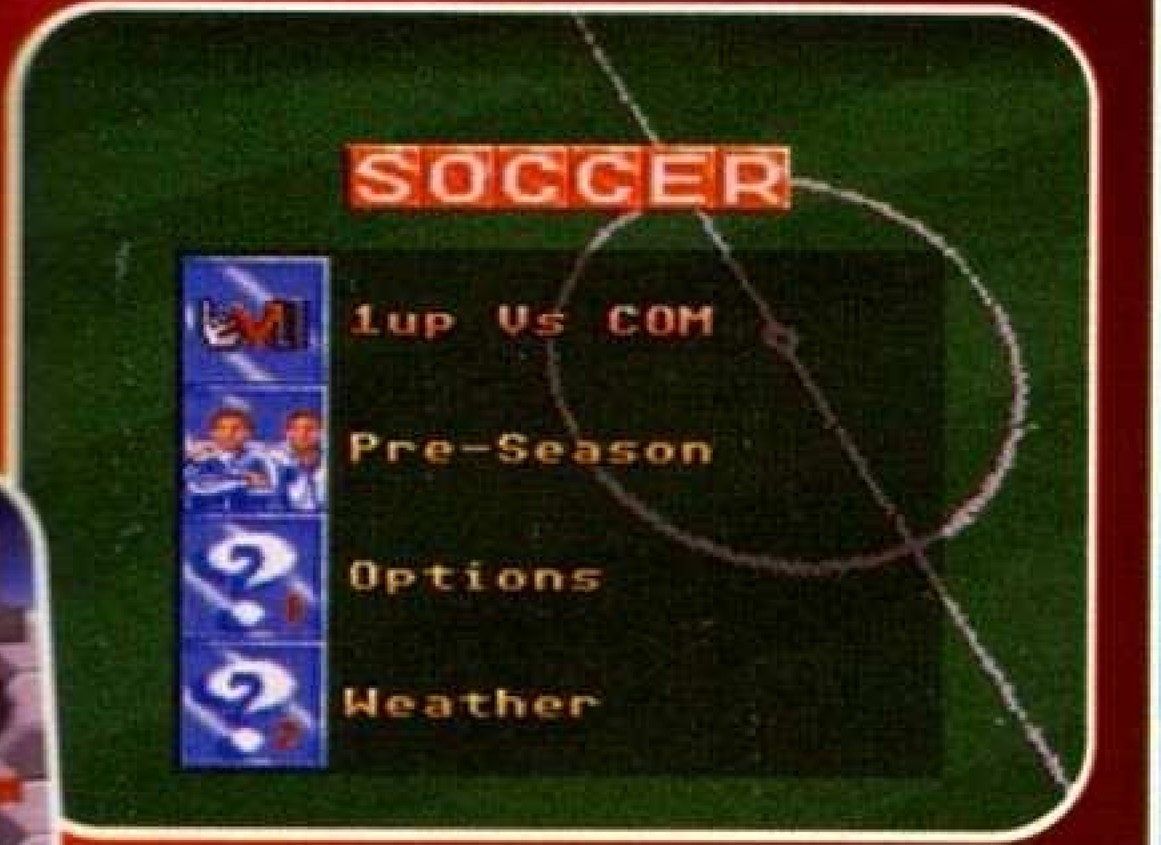
New from Hudsonsoft comes Virtual Soccer. With three viewpoints - sideways-on and from above and flat - Virtual Soccer features all Soccer's rules, and even manages to incorporate the offside rule without compromising the gameplay. NMS has had a sneaky peek at Virtual and it is very impressive indeed. The joy-pad buttons are used for passing, tackling and shooting, a full range of International sides are also available. In addition to some of the most realistic controls yet, the in-game options are equally impressive with different pitch surfaces and wind and weather conditions available. A full review is pencilled in for the next issue, so keep an eye out for one game Striker should be very afraid of...

PRESS START

GOOAALLL!!!


Chidgzey
1
PAUSE
0

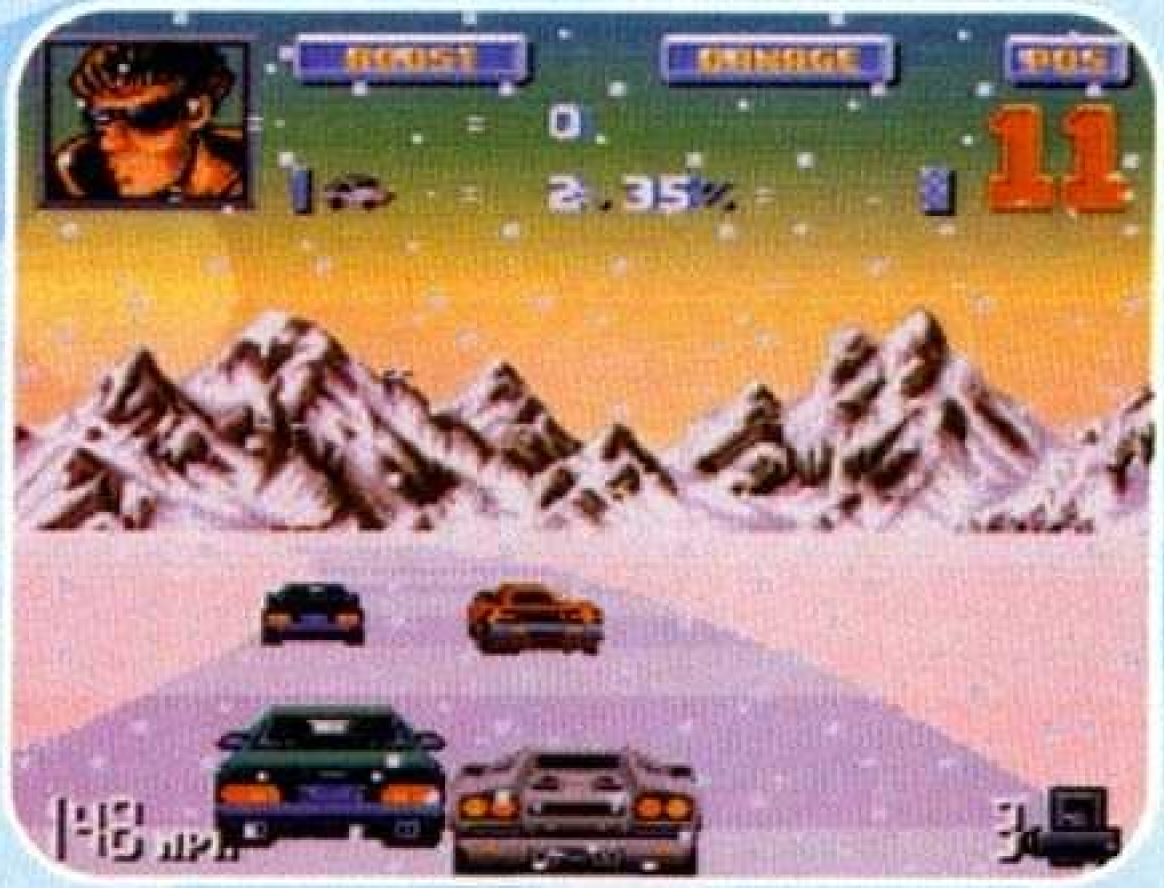
▲ Keith was surprised to see Peter Bonetti bow down before him.


SOCCER
1up Vs COM
Pre-Season
Options
Weather

4-3-3
G
F
M
D
TEAM ONE

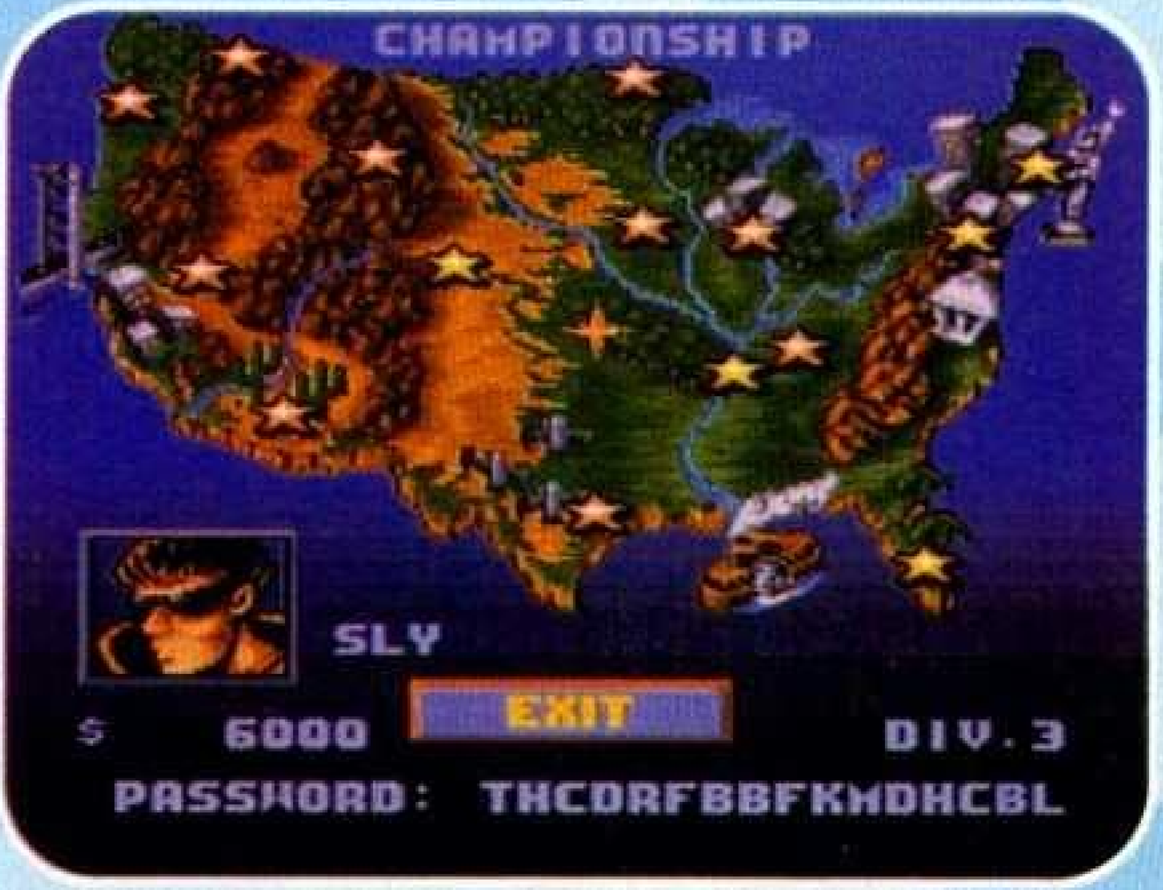
TITUS REV UP

Mentioned in brief a month or so back, we've now had a proper look at Titus's forthcoming Lamborghini licence. The player races through America's many roads, encountering different weather conditions and hazards in each state. The basic aim is to earn as much money as possible by placing bets on the cars and ensuring your car is amongst the first three past the post. However, the Police take a dim view of such races and stay by the side of the road ready to chase anyone breaking the speed limit. A full review copy should reach us for the October issue.


BOOST
DAMAGE
POS
0
2.35%
11
148 MPH
3

▲ Tension mounted as the cars sped through the snow to the January sales.

▲ Oi! Keep of the path you hooligan!


CHAMPIONSHIP
SLY
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DIV.3
PASSWORD: THCDRFBBFKWDHCBL

BOOST
DAMAGE
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3.30%
11
4

▲ On the trail of the lonesome pine...

NEW GAME
PASSWORD

▲ Golly, a password screen...

RADAR DETECT
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QUIT

INTER ACTION MAILBAG

He's loony! He's toony! He eats fish and he's been ripped off by another mag! He's our very own SEAL of quality, and he's here to answer your letters - and eat any leftover fish that happen to be lying around the office. Mind you, nobody seems to like him very much. Still, if you've got any letters, pictures, letters, sweets (we like sweets. And cakes. And fizzy pop... Oh, and more sweets) or letters, send them to us at HOWARD HUGHES-STYLE TWENTY-FIRST BIRTHDAY ANTICS, NMS, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

MISTER McHENRY

Dear SEAL,

I am writing to you in a fit of anger and aggression - yes, caused by video games. Not, however, due to any violence in a game, but because of the tabloid misinformation displayed in the Daily Record on the 25th of May. Never in my life have I read such complete and utter dross. The "article" blames practically everything on video games - even the murder of James Bulger.

The writer of the article, a dubiously fruity-sounding Mandie Appleyard, obviously has no clue whatsoever about video games. She refers to "lifelike images of real actors" as Virtual Reality rather than Full Motion Video. She invents a new console called the "Sega Mega Console." Her lack of even basic gaming knowledge astounded me - who can make claims such as those in her "article" without even understanding the basic facts, let alone the concept of video games?

She goes on to complain about the "murder of five semi-naked actresses" in Night Trap. Well listen here, Ms Appleyard: Night Trap is no less suitable than violence in Tom and Jerry cartoons, or videos which most people who play Night Trap can rent with ease.

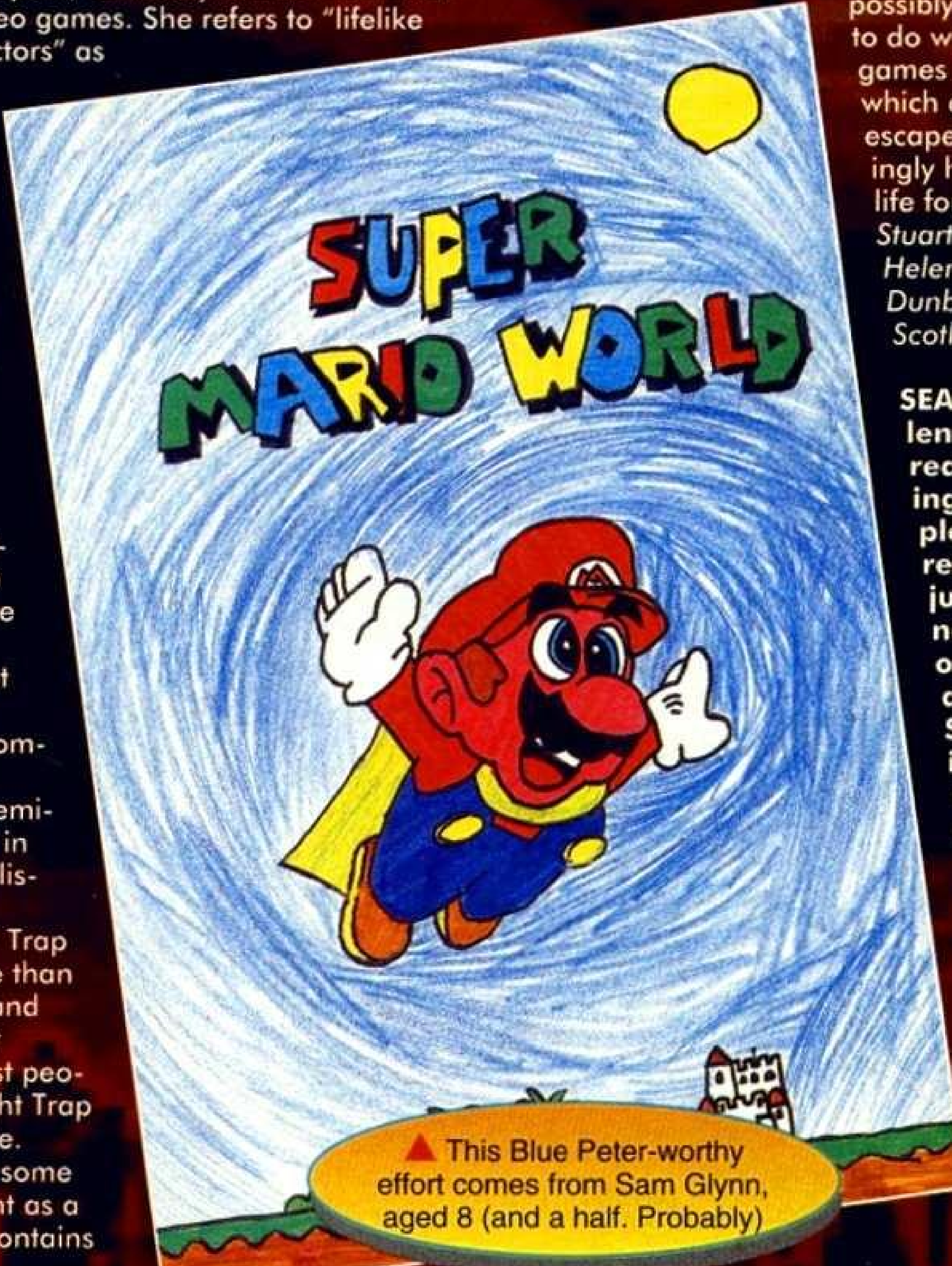
The sadness that some would compliment as a piece of writing contains a quote by Valerie Riches, whoever she is: "We'll be getting more little James Bulgers being tortured and murdered by children who end up not knowing the difference between fantasy and awful reality." Obviously, to realise the effects of video games, Ms Riches must surely have played video games - has she turned into a murderer? I doubt it, although she seems to have that dictatorial streak shown by all such self-righteous technophobes. To manipulate a dead young child to beef up her feeble and insubstantial argument is appaling, showing who really are the evil people in society.

What really gets to me, though, is the fact that every Saturday this same "newspaper" prints a half-page games section. The hypocrisy defies belief. On the one hand they try to sell papers by slagging games to satisfy the sad technophobic parents who are looking for an excuse to stop their kids buying games, and on the other hand they sell papers by capitalising on the phenomenon of video games.

While I'm on the subject, I must ask why people who object to games think that so many other people love games - is it because they get perverted thrills from killing people and dream of slaughtering millions, or could it possibly have something to do with the fact that games are a good laugh which allow people to escape from the increasingly harsh realities of life for a few moments?

Stuart Cotterell,
Helensburgh,
Dunbartonshire,
Scotland.

SEAL:The prevalence of knee-jerk reactionary reporting and the complete lack of research put into just about every newspaper article on video games is quite incredible. Sadly, the majority of people who read that sort of garbage know even less than those who write it and swallow all the complete fibs gladly.



▲ This Blue Peter-worthy effort comes from Sam Glynn, aged 8 (and a half. Probably)

BRIAN

Dear SEAL,

I have already written to Q&A in issue 7, where I asked Jazza why don't you review more NES games? I now ask you because you will tell me more than Jazza (no offence, Jaz). So why don't you review more NES games? Is it because the NES console is so out of fashion? Or just because you hate it? Or maybe because companies think they will get more business out of the Super NES and Game Boy?

Also, I would like to ask you why do people in Wales, Ireland and abroad get treated badly by English people? In one of your mags you insulted someone from Wales. Wales of all places. The rugby team that beat England 10-9, the football team that beat Germany (World Cup holders) 1-0, Cardiff City and Wrexham, two Welsh teams out of three teams through to the third division. Llanelli the Welsh club team that beat Australia B, Swansea the Welsh club team that also beat Australia B.

And last of all why do you and other mags go on and on and on about Streetfighter 2? It has been going on since issue 2 or 3, and we are now on issue 11!

Matthew James, Gwent, Bedwas

SEAL:Walezzzzzzz.

FLORENCE

Dear SEAL,

I am writing to you because...well, to be blunt I'm just writing for the hell of it. And why not? I'm definitely not going to tell you about the most boring day of my life like Danny Colverson from Wallington. I'm not a sad case like poor old Danny, but then I'm not a Spurs fan. If you get any more of these letters, ten to one it'll be from a Tottenham supporter. So do what I do - remind them calmly of the 1987 Cup Final? It sort of helps if you support Coventry

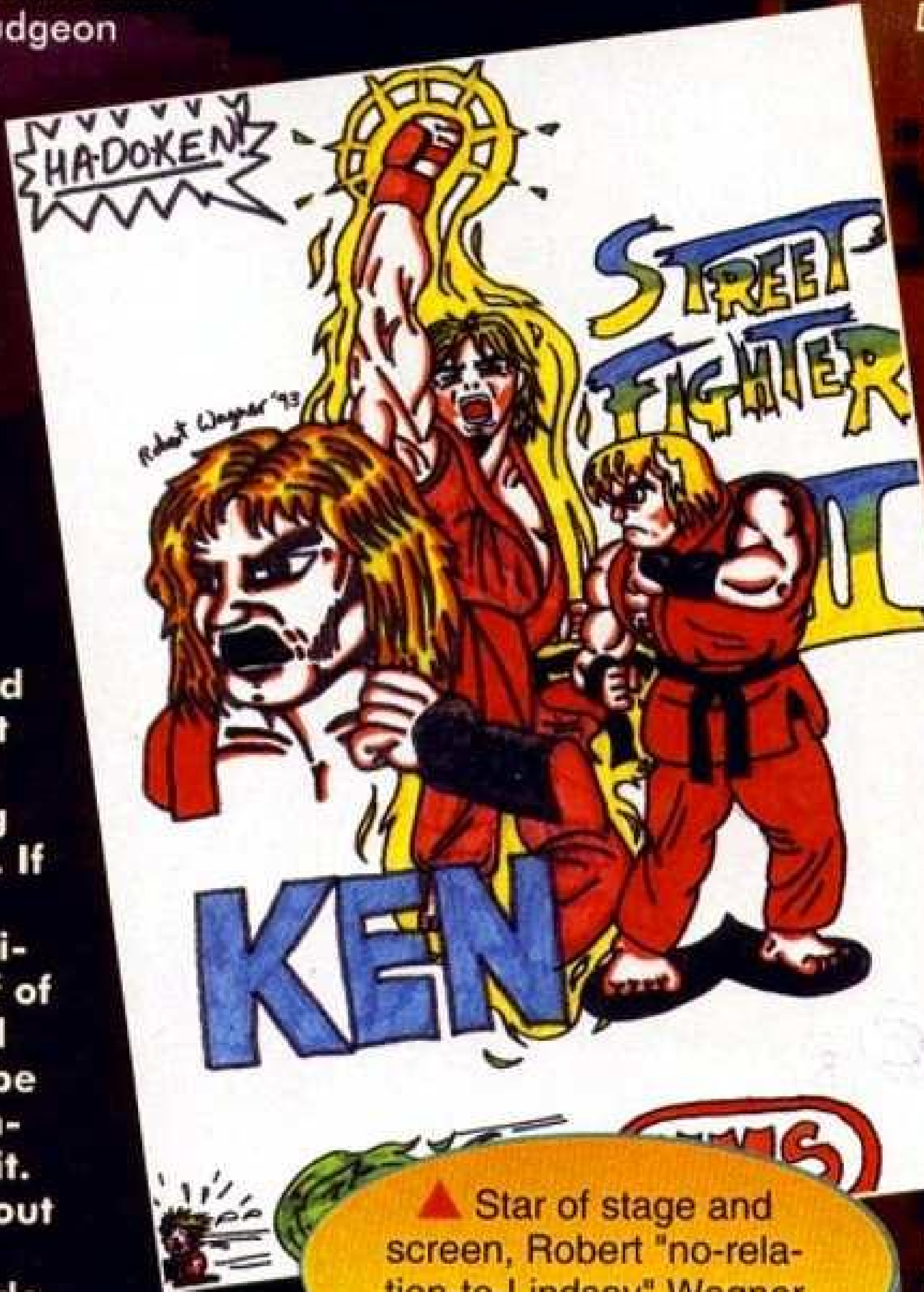
City as well...
When the Super Nintendo came out during last year, Nintendo assured us that worldwide releases would be the norm within a few months. Well, one year has passed and we still have to wait anything up to twelve months for so-called "new" releases, and once they do come up for official release there are fears that they might have been surpassed by other grey import games. Surely it's about time Nintendo, and their officially-licensed colleagues, clamped down on the problems concerning release time.
Now though it is time to sign off. I shall leave with this reminder that donations for the British branch of the Bludgeon Macaulay Culkin Senseless With A Blunt Instrument Looking Similarly Like a Cricket Bat Society are widely welcomed.
Ed Burek,
Foleshill,
Coventry.

SEAL: I'm so glad you decided not to tell us about the most boring day of your life. If it was twice as jolly as the fascinating first half of your letter I still don't think I'd be able to stay conscious reading it. You're right about import games, though. Nintendo are well aware of the problem and have started stepping up their release schedule to compensate.

MR RUSTY

Dear SEAL,
I'm not that good at writing letters so I'll get straight to the point.
In issue 9 of NMS you had brilliant news on Streetfighter Turbo. I was fascinated by the pictures and thought that the graphics were really good, so good that I couldn't believe it. A couple of days later I bought an issue of Super Play and they had a preview of the game with loads of pictures. I then saw a notice at the bottom of the page saying all screenshots from the first half of the article are taken from the Super Famicom version, and the rest are from the arcade version. So then I started to compare the pictures from both magazines only to find out (shock horror) your pictures were from the arcade version. Come on, admit it, you've been found out.
David Bilston

SEAL: Actually our screenshots were from a set we received, each of which had an exact arcade counterpart to display how close the versions really are. The two main screenshots we used were from the Super NES version, although it's quite possible other mags got similar shots and used the arcade ones in their pages. So there, Mr Stupid, how do you feel now?

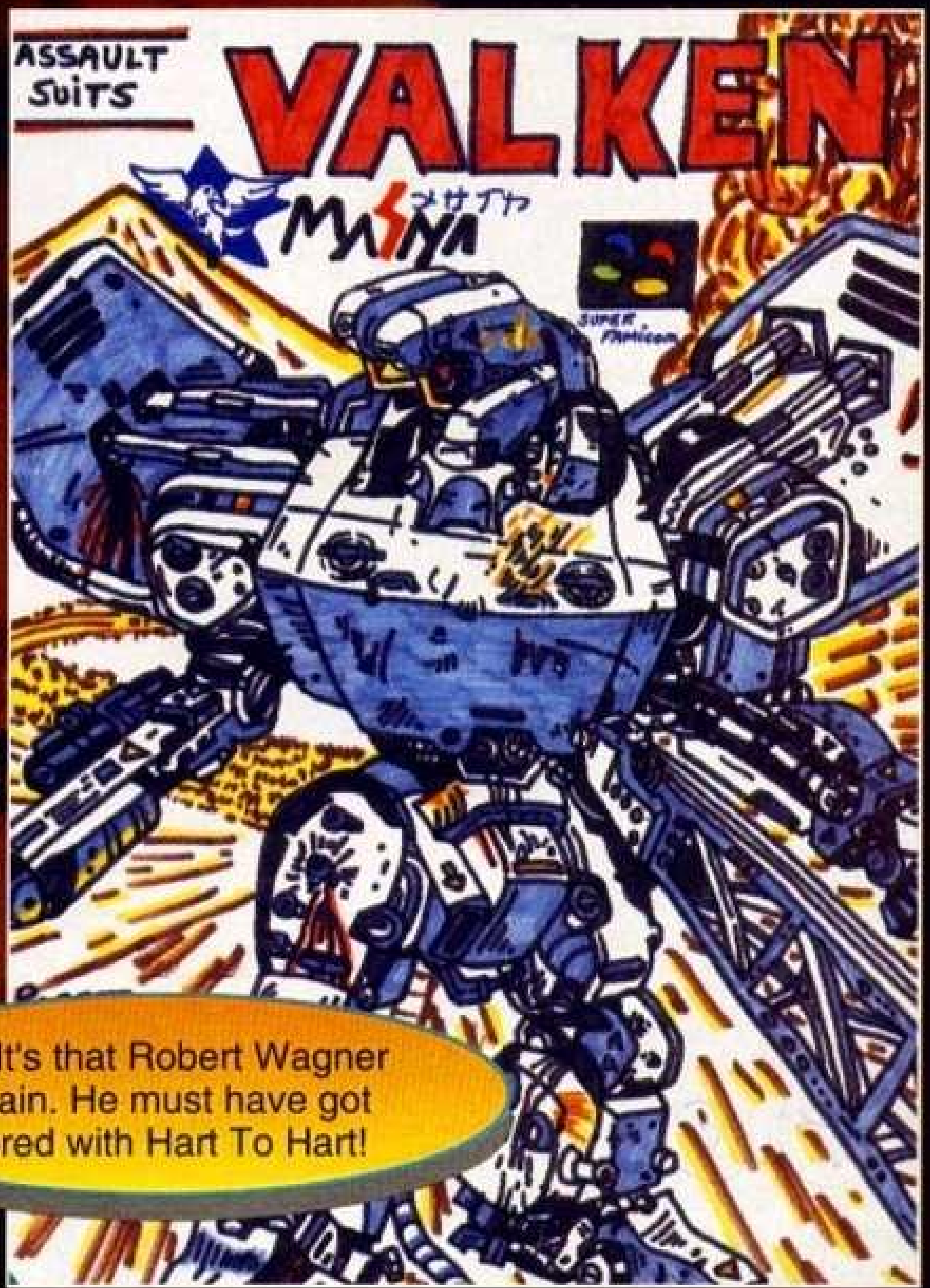


▲ Star of stage and screen, Robert "no-relation-to-Lindsay" Wagner sent this in. Cor!

ZEBEDEE

Dear SEAL,
You probably won't publish this letter. In fact, you will probably scrunch it up and play tennis with it, but here goes.
Now with the release of Star Wing and the Super FX chip and Streetfighter Hyper Fighting on its way, can stores like Dixons and Comet justify charging 65 quid for SF2 when, I might add, Starwing is a mere 50 quid? These games cost less than a quarter of their selling price to make. Sure, companies have marketing costs but can they justify ripping off thousands of gamers like myself?
Anne Robinson, Avon Mill, Linlithgow.

SEAL: Au contraire, Ms Robinson, we quite agree with your Point of View. Fifty quid is a pretty outrageous price for a piece of software, although to be fair Super FX carts cost a lot of money in materials and production, and it's about time everyone sat down and had a good long think about lowering their prices. Mind you, I think you're a bit out with your 'quarter of their selling price' bit - you'd have a job substantiating that, I'm afraid...



▲ It's that Robert Wagner again. He must have got bored with Hart To Hart!

DOUGAL

Dear SEAL,
I would like to say that most Super NES owners are snivelling little ass-wipes. In the July issue of NMS there was evidence of one, a certain Matthew Hall from Falmouth.
What the little dipstick doesn't understand is that you can't base your theories on certain hardware, with only one piece of software.
Imagine if someone was going to buy a Super NES and the game being shown was Fatal Fury. They wouldn't think "Cor! What an excellent machine!" They would probably think "What a load of !@£?!"
The Mega CD is the most advanced piece of console gear, even though most of its games don't show its potential (which means it can beat the pants off anything the Super NES could ever achieve, with its rather limited Super FX chip). To back up my judgment, just take a look at Thunderhawk and Silpheed VR on the Mega CD! Thunderhawk is a combat/flight simulator which uses the Mega CD's rotation and mapping capabilities to amazing and utterly realistic effects. And the whole game can be viewed from 360 degrees.
Silpheed also shows what the Mega CD can do. The game is as close as you can get to the VR games in the arcades. So there you are, the Mega CD is the ultimate gaming tool. Nintendo owners dream on!
Richard Chisholm, Weston-Super-Mare.

SEAL: And? You seem to have shot yourself in the foot with your own argument there. Yes, the Mega CD is technically very impressive, but there's a grand total of about two decent games released for it so far. And as you said, you can't base your theories on hardware with only one game to back it up. You stupid git.

INTER ACTION MAILBAG

THAT BOY IN THE GREEN SHIRT

Dear SEAL,

The date is the 6th of June, the day after one of the biggest releases of the year - Starwing. I picked my copy up yesterday at one o'clock, ran home, slammed it into my Super NES and started to play, and then it hit me - what on earth had happened to the screen? It was a puny picture in the middle of my SCART TV (14 in). Now come on, I had just paid £50 for this game - £10 more than an average game. A standard game screen size (on 14 in) is 77 sq ins. People complain that this is too small for US and Jap fill the screen but Starwing's game screen is a puny 60 sq ins. The foreign versions filled the screen so why not does ours fill the shameful 77 sq ins?

But Starwing is just not the only one - Streetfighter 2 has a small screen at 66 sq ins. Why are we paying more for technology and getting a small screen?

James Bevis,
Fareham, Hampshire.

SEAL: Aieee! Save us from the terminal techie! Look, Starwing is a game, right? The object is to play it and enjoy it, not to have a mental benny about how many poxy square inches of screen it's got. Generally, games are judged by how playable they are, not what percentage of the screen they fill. Basically, it's down to the Super FX chip limiting the maximum screen size and number of colours displayed on-screen. Luckily, it seems there's a Super FX 2 on it's way, which should deal with those problemettes.

▲ The D'Angelico domination continues with this piccy from the boy Bruno.

DILLON

Dear SEAL,

Shall I tell you what gets on my nerves? What really gets on my nerves? People older than this universe who haven't even played on a console (and who think sophisticated technology is Space Invaders) and say (ahem): "Consoles rot your brains, ruin your social life and imagination, and generally aren't good for you."

Yes, well. What a bunch of drosspots those people are. I hate really biased people like that. Why can't people like that have an open mind? And will they SHUT UP! Now that I have got that off my chest, I will bid you farewell.

PD, Gloucester, Gloucs.

SEAL: Right, somebody keep him talking and I'll call the cops.

MAY#1
ames!
COM
ISSUE
NE SYSTEM
review inside!
NES SHOTS!
ISS 0965-420
FREE SF II POSTER
FIGHT 2
ROOP
Y MOUSE 2
HOT INSIDE!

▲ A reet gradely effort from lancashire lad, Tim Wood of Oldham. Cheers chief!

CRIPPEN

Dear SEAL,

I saw Paul and Tim review Cybernator on the Super NES, which shows photos of the different characters speaking during the game.

I bought this game and there are no characters on screen with messages. My American game only shows messages. The company I bought it from say there are no pictures of characters during play, so we came to a dead end conversation which resulted in him saying that you may have superimposed the pictures on the screen photos which I find hard to believe. Please can you tell me who is wrong? The company say the only character photos are on the title screen.

C Emery, Delaire, Northampton

SEAL: Well, we never doctor our screenshots ever. As far as we know, the characters are only really relevant in Japan, where they're quite well known. Thus, it was decided to take them out of the US and English versions. Or something. Look, to be perfectly honest we don't really care that much, okay? It was only a couple of little talking heads for God's sake. It's not the end of the world, you know.

Right, that's all this time round. Until next month - Arf Arf! What, there's still some space to fill? Err... well, I don't know how to fillet. Cod Almighty, we'd better think of something soon or we're in trouble. I know: how about some crap fish jokes? No? Well sod off then and I'll see you next month.

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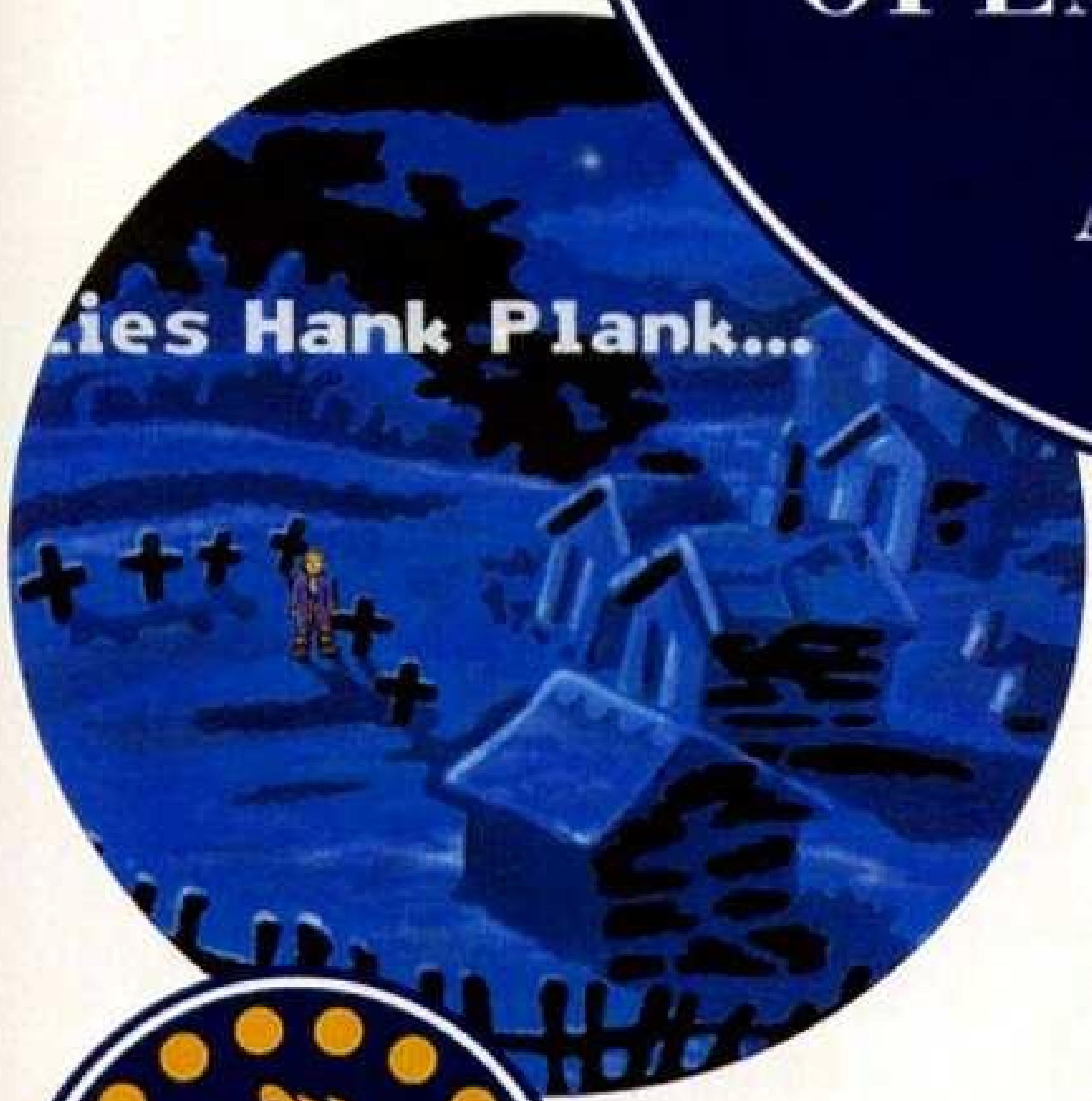

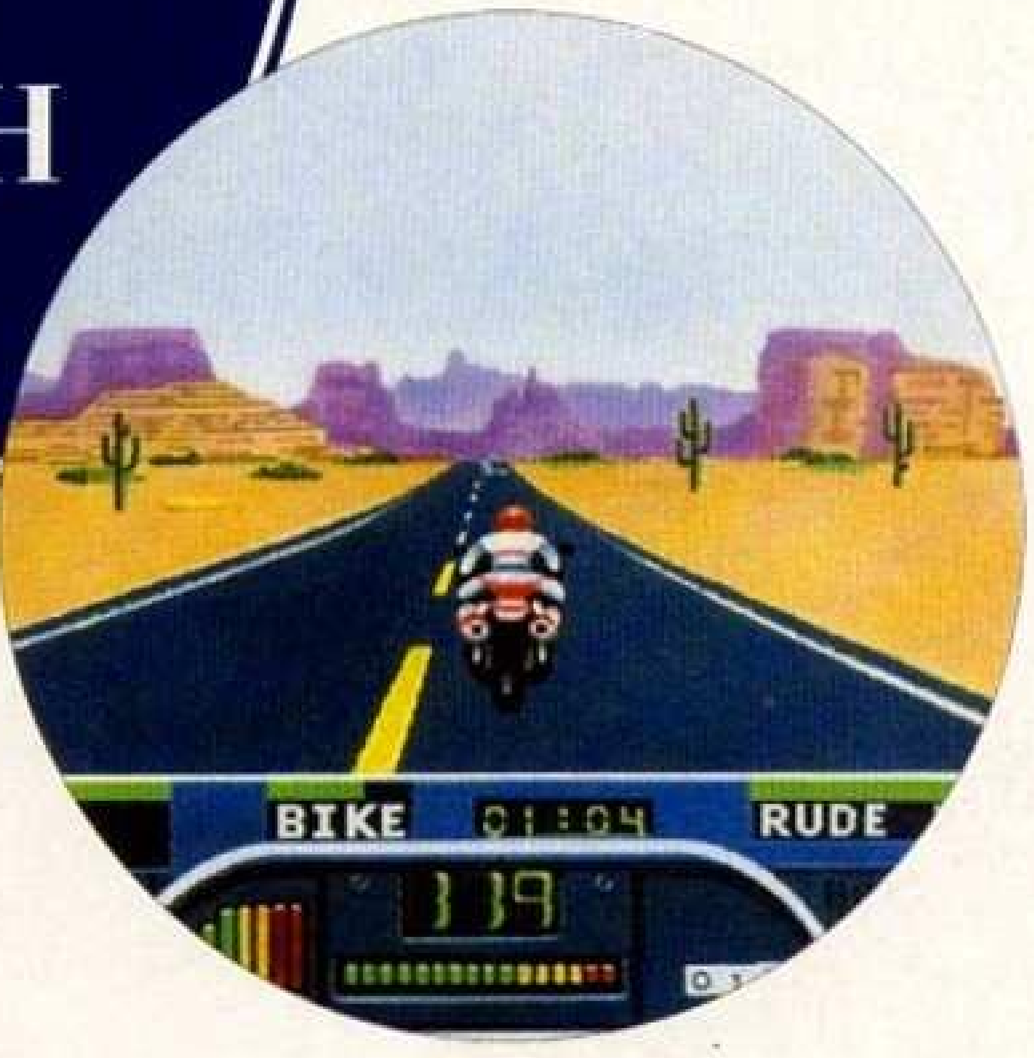

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QA READER SYSTEM

SONTARANS

Dear Jaz
Please print my letter because not knowing the answers is driving me mad.
1. Is there going to be a Streetfighter 3?
2. Will there be a Super Soccer 2?
3. Is Tetris 2 any good?
4. Will Fatal Fury 2 come out for the Super NES?
5. Will there be a Super Mario 5 for the Super NES?
Garry Burns, Lochgelly, Fife

JAZ:1. One day. 2. Super Formation Soccer II (the Japanese sequel to Super Soccer) is out on import now and it's crap. 3. It's excellent. 4. Yes, very soon. 5. I expect so.

Jazza returns, basking in the mid-day sun and sipping a diet Ribena to keep podginess at bay. Why is he here? To answer your questions - both inane and really quite good. Sadly, they normally fall into the first category. Oh well, That's Life as Esther would say - but not for much longer (snigger)...

DALEKS

Dear Jaz
Could you please answer the following questions:
1. Which of the following games would you buy: Tecmo NBA Basketball, NHLPA Ice Hockey or Super Slam Dunk?
2. Which of these two games would you prefer: Super Star Wars or Starwing?
3. Is WWF Royal Rumble any good?
4. Finally, will there ever be a Super Empire Strikes Back on the Super NES?
Daniel Jones, Wanstead

JAZ:1. Slam Dunk. 2. Starwing - it'll last longer. 3. It's not bad at all. 4. Yup, it's out December-ish.

KRAALS

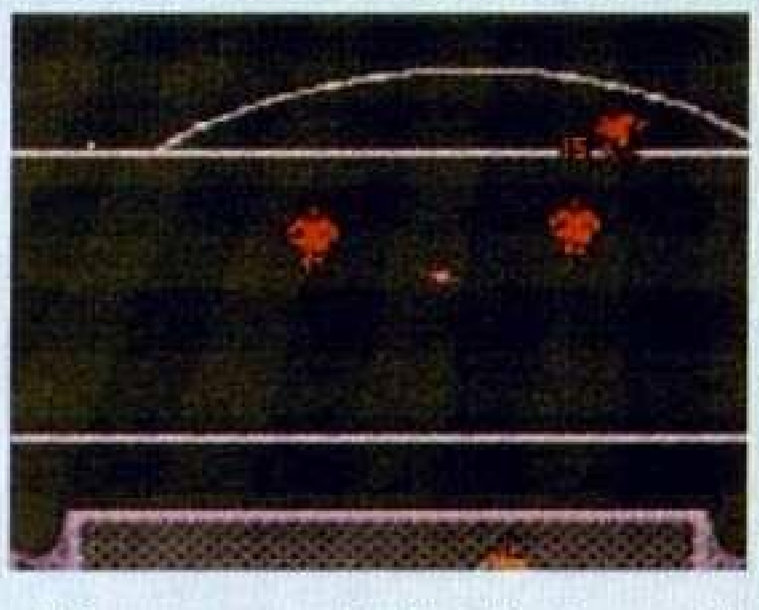
Dear Jazza
Could you please answer the following queries for me - queries which have been keeping me awake for several afternoons.
1. Which is faster - the new Super NES SFX chip or Ian Botham bowling from the Nursery End?
2. When playing Streetfighter 2, I never get anywhere because I can't decide which character to be. Any suggestions?
3. When playing Pilotwings I keep collapsing with Vertigo. Can you suggest any flight sims where the action takes place at ground level?
4. I have got Death Valley Rally and I think it's great - is there a known cure?
5. My friend has a Neo Geo system which we think is the bee's knees. Do you think it would be even better and more enjoyable if we had some games to play on it?
6. Is Radion Automatic his real name or do I need a convertor?
Martin Henry (or is it Henry Martin?

JAZ:1. Me getting out the room to escape your crap jokes. 2. Get a life and stop watching Les Dennis repeats. 3. Snore. 4. Only a DIY lobotomy. 5. Tee-ho. 6. Kindly get lost, you unfunny waste of of space.

CYBERMEN

Dear Jaz
Please could you answer my questions.
1. Will Sensible Soccer come out on the Super NES?
2.Do you think Wrestlefest the coin-op will come out on the Super CD?
3.When is the release date for Amazing Tennis?
4.I am in a muddle about WWF 2. I have Super Wrestlemania and want to get the money for WWF 2. What's your advice?
5. Don't you think Final Fight 2 is a bit crap?
Tim Cooke, Doncaster, South Yorks

JAZ:1. Yes. 2. What Super CD's that exactly? 3. It should be out now. 4. What sort of question is that? What am I supposed to say: nick it? No, my advice is to do what everyone else does and save up for it! 5. Yep.



▲ If you concentrate hard on this picture you'll probably see that the goalie is infact Gordon Banks, hero of the '68 cup squad. It is!!

VOOFD

Dear Jaz
Please could you answer these questions,
1. When is the Hornby Super Deck going to be released?
2. Are any of these NES games any good - Parasol Stars, Megaman, Turrican, Probotector 2?
3. Are any of these games on the NES - Bomber Man, Mario Kart, Striker, PC Kid, Streetfighter 2?
4. Will there be a Mega Man collection on the Super NES?
5. How sad is Steve Merret?
Adam Blackley, Abbey Wood, London

JAZ:1. There's no release date yet. 2. I like Parasol Stars, hate Megaman, and like the other two. 3. Bomberman should be out now, and SF2 is supposedly on its way - but it's no-go to the others. 4. No. 5. Steve is sadder than an old lady whose comes home to find her favourite pet cat killed and posted though her letter box. In separate envelopes.

KRYNOID

Dear Jaz

Please could you answer these questions,

1. My mates say there is a Streetfighter 2: Warrior Of Warriors coming out for the Megadrive and Super NES with a character called J. Shrapnel. Is this true?
2. Which game should I buy next, Final Fight 2 or Brawl Brothers?
3. Do you know how much Striker costs to buy?
4. Will Winter Games appear on the Super NES?
5. How much is the Super Multitap?
6. When will Streetfighter 2 Turbo come out?
7. Which is the best out of Star Wars, Turtles, Pilotwings, Smash TV, Mario, Lemmings and F Zero?
8. Will there be a Prince of Persia 2?
9. Is the Super Mario Collection any good?
10. Which is best, Rock 'n' Roll Racing or Super Off Road?
11. Will the Empire Strikes Back and Return of the Jedi appear on the Super NES and will they be better than Super Star Wars?

Edward Anning, Tring, Herts.

JAZ:1. Nope. 2. Neither. 3. Yes I do. 4. I doubt it. 5. There's no UK price yet. 6. It's out already on import, but the official game is expected in October. 7. Mario. 8. There is one the PC, it will probably appear on the Super NES later. 9. Yes. 10. It's too early to say as we've only seen previews of Rock'n'Roll. 11. Yes, but how are we supposed to know if they're better if they're in the middle of being programmed?

4
3
5
LAPS 1
3RD

▲ See the car in the lead - that's my car. The one in last place with the "My other car is an Austin Allegro" sticker and amusing mooning-man doll is Steve's.

MECHANOIDS

Dear Jazza,

I own a NES and I'd like you to answer the following questions:

1. Will Streetfighter 2 be coming out on the NES? When?
2. Are there any secret levels on Mario III? Where?
3. Is it true that you can do a fireball on Double Dragon II?
4. How do you continue on Double Dragon II?
5. Is there going to be a Mario IV on the NES?
6. What is the best game on the NES?

Daniel Leneghan, Stonebridge, London

JAZ:1. There's no release date as of yet. 2. I haven't got the room or inclination to tell you here. 3. Nope. 4. Don't stop playing. 5. Probably, but there's nothing official yet. 5. I expect so - see above answer. 6. Mario III.

ICE WARRIORS

Dear Jaz

Be a gem and answer these questions please:

1. Are there any Soccer management games for the Super NES in the pipeline?
2. When will Dungeon Master be released?
3. When will the mouse be sold separately? How much will it cost?
4. What is the best sports game on the Super NES?
5. Where can I get a cravat like yours?

Charlie Lewis

JAZ:1. Yep, Imagineer have got Kevin Keegan Player Manager on the way. 2. JVC haven't decided. 3. Dunno yet. 4. Striker. 5. What cravat?

▲ He who fights and runs away, lives to fight another day. Or is a pathetic coward.

YETI

Dear Jaz

Here are a few important questions I would like to ask you.

1. When is the Multitap officially out?
2. How much dosh is it?
3. Can you use normal control pads on it?
4. What games can I use it with?
5. What is the next game out using the FX chip?
6. What is the next game out using the Exhaust Heat 2 chip?
7. Are they any good?
8. Why don't Nintendo make an F-Zero 2 using the Exhaust Heat 2 chip?
9. Is the Super NES CD ROM going to be a 32-bit on its own or is it just 16-bit and only 32-bit when linked to the Super NES?

Keith Dixon, Stokenchurch

JAZ:1 and 2. There's no date as of yet. 3. Yup. 4. Bomberman, Jimmy Connors, and some others on the way. 5. FX Trax or Elite's 4x4 racer. 6. Super Air Diver. 7. It's too early to say. 8. Who says they're not? 9. Aaaaaaarrrgh! I refuse to answer any CD-related questions. Or ones about the Colour Game Boy.

▲ Jimmy Saville looked on in despair as the other guys enjoyed a spot of ballroom dancing without him. Perhaps he should have worn some trousers.

AUTONS

Dear Jaz

Please answer my questions which are:

1. Are there any really brilliant shoot em' ups on the Game Boy apart from Alien 3?
2. Is Contra on the Game Boy a side view or top view of your characters?
3. Have you any more news on Super Mario Pinball?
4. Is Super Mario 2 a 4-MEG game?
5. Are there any cheats for McDonaldland on the NES?
6. When are Bubsy The Bobcat and Mr.Nutz out?
7. What has the best graphics for the NES?

Sukhdip Mander, Letchworth, Herts.

JAZ:1. Contra and Parodius are worth a look. 2. Sideways. 3. Not as of yet. 4. No, it's 2-MEG. 5. Nope. 6. Bubsy's out - unfortunately. Mr Nutz has been delayed. 7. Mario III.

ZARBI

Dear Jazza

I have some questions to ask you about the NES and I would really appreciate it if you could answer them.

1. Will there be an excellent new Ice Hockey game coming out. apart from Blades of Steel, and if so when?
2. Is there going to be a decent Baseball game coming out and if so when?
3. Is Kirby's Dreamland really worth buying?
4. Will there be a Mario adventure game coming out? (A sequel to Mario 3?)
5. Finally, will the public be able to rent NES games out like the Megadrive ones?

Simon Gambin,
Chingford, London

JAZ:1. Jaleco have one in the pipeline as it were. 2. Not really. There are a few, but they're not looking too hot. 3. Does Christopher Biggins act camp? 4. Nope. 5. No.

NMS HIG

Welcome once again to High Scores, the page where your valiant and laborious games playing efforts receive the attention they most readily deserve. Seeing as I'm here I'd like to tell you an amusing little anecdote if I may. The other day I was enjoying a little light conversation with my dog, Beronko, when we were approached by an intriguing figure dressed entirely in a faint shade of burgundy. I bade the gentleman good afternoon and he gave me a nod in reply and went about his business. A few moments later Beronko turned to me, smiling cheekily.

"I bet you feel stupid!" he said, chuckling, "Good afternoon indeed! It's only half past eleven!" I checked my watch to discover that Beronko was most certainly right, it wasn't even midday yet! Oh how we laughed before attacking the passer by and feasting hugely off his liver! Ahem...anyway, here are the High Scores.

The Score Monitor (Mk VIII)

NES

BART VS THE WORLD
36, 500. Marc Grant, Edinburgh, Scotland.

CALIFORNIA GAMES
(BMX)85,690
(HALF PIPE)21,352
(FOOTBAG)159,710
Richard Smith, Hull.

CASTLEVANIA:
1,700,000 Matt Childs, Norwich, Norfolk.

CHIP 'N' DALE
3450, Patrick Girvan, Dungannon, Co. Tyrone.

DOUBLE DRAGON:
113,785 Henry Forster, Normanton, W Yorks.

DUCK HUNT:
748,200, Henk Van Aalst, Hastings, East Sussex.

DUCK TALES:
$12,820,000 Adam Hopkins, Gwyhedd, Wales.

GAUNTLET II
17,380 Jonathan Burnett, Cramlington.

GREMLINS 2:
5246 Robert Wood, Seaforth, Liverpool.

HOOK
3,710,300. Marc Grant, Edinburgh, Scotland.

HYPER SOCCER:
73-0 Paul Butterfield, Hampstead, London.

MARBLE MADNESS
50,546, Patrick Girvan, Dungannon, Co Tyrone.

MEGA-MAN:
11,101,600 Steffen Sletvold, Norway

NINTENDO WORLD CUP:
103-0 Germany v Cameroon, Kevin Brackwell, Uxbridge, Middlesex.

PROBOTECTOR:
1,518,000, Steffen Sletvold, Norway.

SNAKE, RATTLE AND ROLL
207,300, Michael Smith, Newport.

SUPER MARIO BROS:
701200, Derek Montgomery, Ireland.

SUPER MARIO BROS 3:
3, 720, 210, Marc Grant, Edinburgh, Scotland.

GAME BOY

BART ESCAPES FROM CAMP DEADLY
374,712 Danny Offield, Ilfracombe, Devon.

BATTLETOADS
36,270, Bob Pullen, Doncaster, S Yorks.

BURAI FIGHTER
6291, Sarbjit Singh Gill, Huddersfield, W Yorks.
SCORE MONITOR: Cheese-ridden score; cheese-ridden game.

DOUBLE DRAGON II:
22,781, Sarbjit Singh Gill, Huddersfield, W Yorks.

CHOPLIFTER 2
7250, Tim Johnson, Reading, Berks.
JIMMY SOMERVILLE: This guy certainly knows how to handle a chopper.

CONTRA
364,700 Bob Pullen, Doncaster, S Yorks.

KIRBY'S DREAM LAND
464,280, Gavin Richardson, Bishops Stortford, Herts.

LOONEY TUNES
15,673, Jonathan Walker, Beddau, Mid Glam.

NAVY SEALS:
102,500, James Harding, Sturminster Newton.

NINTENDO WORLD CUP:
97-0, Sarbjit Singh Gill, Huddersfield, W Yorks.
SCORE MONITOR: Sarbjit is obviously miffed about buying this appaling football game and has given it the severe caning it deserves.

PITFIGHTER:
$1,432,840, Anthony Druce, Henley on Thames.

REVENGE OF THE 'GATOR
1,970,810, Gary Male, Finedon, Northants.

R-TYPE
89,950, Bob Pullen, Doncaster, S Yorks.
JIMMY NAIL: Hadawayancack! I can beat that score, me!

SUPER MARIO LAND:
578,249, Neil Gillibrand, Carterton, Oxon.
SIR JAMES SAVILE: Howszabout some scores on Super Mario II guys 'n' gals. Eh-EH- EH-eh!

SUPER KICK OFF
10-0, Ian Lea, Wigan, Lancs.
JIMMY GREAVES: Eh Saint! Apples and pears luv a duck guvnor cheeky cockerney sparra football's a funny game.

TETRIS
490,900 Jaz Rignall NMS
JIM BOWEN: Super smashing lovely fantastic.

TURRICAN:
1,167,350, Robin Andrews, Dalkeith.

TURTLES II
63,190, David Walker, Beddau, Mid Glam.

HI SCORES

SUPER NINTENDO

ADDAMS FAMILY
1,020,990.Daniel Hancock, Worksop, Notts.

AXELAY
2,243, 970. Mark Fenn, Cheshunt, Herts.

CONTRA SPIRITS:
2,961,540 RIchard Abrahart, Sandiacre, Notts.

DESERT STRIKE
300, 500 David Walker, Beddau, Mid Glam.

FI EXHAUST HEAT
108 Richard Williams, Hesterway, Cheltenham
131 Mark Neild, Newnham, Cambridge.

FINAL FIGHT:
3,572,796, Ryan Leonard, Cambuslang, Glasgow.

F-ZERO:
96,800, Simon Davidge, Shirebrook, Mansfield.

GODS
386,818 Ian Rabbetts, Dublin, Eire.

JAMES BOND JUNIOR
3,935,250, Steve Bolt, Truro, Cornwall.

JOE & MAC - CAVEMAN NINJA:
508,000. Robert Westle, Ossett, West Yorks.

KRUSTY'S FUN HOUSE
23,718 Nicki Kyne, Hemel Hempstead, Herts.

PARODIUS:
2,678,700 Nathan Simmonds, Quorn, Leics.

PRINCE OF PERSIA:
Completed in 50 mins, Peter Tzanev, Manchester.

SUPER MARIO KART
Special Cup:
DONUT PLAINS: 3: 1: 42: 95. Best Lap: 0: 19: 59. (LUIGI)
KOOPA BEACH: 1: 01: 02. Paul Wilkinson, Peterlee, Co.Durham.
KOOPA BEACH:1: 06: 24. Nick Deacon and Scott Dimmock.
GHOST VALLEY: 1: 1:09:86.Best lap: 0:20:65. (LUIGI).
VANILLA LAKE: 2: 1: 09: 88. Best Lap:0: 12: 68. (TOAD) Brian McCoy, Tipperary, Ireland.
RAINBOW ROAD: 1: 43: 46. (KONG) Brian McCoy, Tipperary, Ireland.

SPIDERMAN AND X-MEN
5,116,300 'Cad', Brockley, London.

STREETFIGHTER II:
1,280,100 Gary R. Mealing, Downend, Bristol (Level 7).
1,175,200. Martin Earl,Wickford,Essex. (Level 7, RYU).
1,147,036.Paul Sykes,Burghfield,Reading. (Level 7.).
1,169,700. Jonathan Comerie, Harrow. (Level 7 M. BISON).
1,689,987. Nick Manning, West Dulwich,London(Level 7).

SUPER ADVENTURE ISLAND
472,600, Jam, Hounslow, Middx.

SUPER ALESTE
8,952,643, Paul Stokes, Aberdure, Wales.

SUPER ALESTE
7, 451, 880. Mark Fenn. Cheshunt, Herts.

SUPER GHOULS AND GHOSTS
462,200 (Hard) Peter Amor, Clevedon Avon.

SUPER KICK OFF:
21-0 v's Birmingham, Oliver Pearson, Freiston, Lincs.

SUPER MARIO WORLD:
9,999,990. Peter Gray, Aughton, Lancashire.

SUPER R-TYPE:
4,057,100 Michael Barmby, Wakefield.

SUPER SOCCER:
99-9 Phil Roscoe, Whiston, Merseyside.

SUPER SMASH TV:
99,999,999 Richard Winship, Southampton.

SUPER TENNIS:
750 Sarbjit Singh Gill, Huddersfield.

SUPER STAR WARS:
254650, James Simpson, Spalding, Lincs.

So there they are, soaked in glory. The more observant of you may have noticed that there's very little change from last month and that's because Beronko can do better than most of you and he has only his paws and moist nose at his disposal! In fact your 'high' scores tend to be a source of constant amusement about the office. We laugh endlessly at your gaming inabilities whilst Beronko offers the ocassional mocking bark. Of course if you think you can erase the smug grins from our faces feel free to send those scores you are naively proud of. I'm off to indulge in another fascinating 'tete-a-tete' with my brilliant conversationalist, Beronko. Here boy!...

SUPER NINTENDO SCOPE

BLASTRIS A:
78,200, Philip Cox, Andover, Hants.
BLASTRIS B:
22,650 David Walker, Beddau, Mid Glam.
LAZER BLAZER A:
2, 944, 300 David Walker, Beddau, Mid Glam.
LAZER BLAZER B
2,874,450, Phil Roscoe, Whiston, Merseyside.
LAZER BLAZER C:
2, 285, 300, David Walker, Beddau, Mid Glam.

Send Coupons to:
I'M A BIT OF A LOSER BUT IS THIS ENOUGH? HIGH SCORES, NMS, 30-32 FARRINGDON LANE, LONDON EC1R 3AU

NAME: ____________________
ADDRESS: ____________________
____
SYSTEM: ____________________
GAME TITLE: ____________________
SCORE/LEVEL: ____________________
SYSTEM: ____________________
GAME TITLE: ____________________
SCORE/LEVEL: ____________________
I'M NOT TELLING FIBS,HONEST.

GAME INDEX

Well, here it is again - the part of the magazine that nobody reads due to the extensive text-based nature of the piece. But, hey, you should look on it as a sort of 'definitive reference manual'. Alternatively, cut it up into small squares and leave it in the bog...

SUPER NES

ADDAMS FAMILY
SEAL OF QUALITY
Glossy platform game which is great fun to play.
OVERALL:90%

ADDAMS FAMILY 2 - PUGSLEY'S SCAVENGER HUNT
Highly polished presentation and solid, if unoriginal, gameplay.
OVERALL:89%

AMAZING TENNIS
SEAL OF QUALITY
Takes a bit of getting into, but worthwhile once mastered.
OVERALL:91%

AQUATIC GAMES
Limited and stupid "sports" package. Crap.
OVERALL:49%

BLAZING SKIES
Great graphics, shame about the shallow and frustrating gameplay.
OVERALL:49%

BLUES BROTHERS
Badly programmed platform charade. Avoid like the wind, noble readers.
OVERALL:47%

BOMBERMAN
Brilliant four-player action.
OVERALL:93%

BRAWL BROTHERS
Better-than-average Final Fight clone, worth a look if you can't wait for Final Fight 2.
OVERALL:84%

BUBSY THE BOBCAT
Don't believe the hype, as Public Enemy might say.
OVERALL:79%

CALIFORNIA GAMES 2
OVERALL:20%

CHESTER CHEETAH - TOO COOL TO FOOL
Insipid pile of old trousers in platform guise.
OVERALL:69%

CHUCK ROCK
Amusing and action-packed platform puzzler.
OVERALL:89%

COMBATRIBES
Badly executed and very boring indeed to play.
OVERALL:46%

CONTRA SPIRITS
SEAL OF QUALITY
Incredible Super NES classic. An essential purchase.
OVERALL:95%

CYBERNATOR
SEAL OF QUALITY
Almost as good as Contra, and also a top priority buy.
OVERALL:93%

DESERT STRIKE
Novel twist to the shoot 'em up genre and highly enjoyable, if rock hard.
OVERALL:83%

EXHAUST HEAT
SEAL OF QUALITY
In-depth racing sim of doom. Less faffing than in the sequel.
OVERALL:92%

EXHAUST HEAT 2
SEAL OF QUALITY
Technically accomplished and groovy follow up to the original.
OVERALL:92%

FINAL FIGHT
SEAL OF QUALITY
Top quality beat 'em up which deserves a good home.
OVERALL:92%

FINAL FIGHT 2
Tragic waste of effort.
OVERALL:58%

FIRST SAMURAI
Tragic Amiga port-across. Avoid at all costs.
OVERALL:62%

F-ZERO
SEAL OF QUALITY
Flagship triumph of Mode 7. A definite classic.
OVERALL:90%

GODS
Challenging and pretty original, but clumsy controls and total Super NES capabilities bypass.
OVERALL:80%

GUNFORCE
Slowest game ever, and ridiculously easy to boot. One to not buy at any cost.
OVERALL:29%

IREM SKINS GAME
Relaxing golf knockabout. Probably the best Super NES golf game around right now.
OVERALL:76%

JAKI CRUSH
Minor gameplay erraticisms mar this otherwise splendid pinball sim.
OVERALL:86%

JIMMY CONNORS PRO TENNIS TOUR
Fiddly controls and faulty collision put this out of the league of Super Tennis.
OVERALL:79%

KAWASAKI CARIBBEAN CHALLENGE
Hideous and shallow monstrosity.
OVERALL:36%

KI KI KATAI
SEAL OF QUALITY
Fantastic shoot 'em up which is as tough as tough can be.
OVERALL:90%

LEMMINGS
SEAL OF QUALITY
Fabola puzzle game for people with lots of patience.
OVERALL:92%

LOST VIKINGS
Takes a bit of getting into, but this puzzle/platformer is really quite good.
OVERALL:80%

MARIO ALL-STARS
SEAL OF QUALITY
It's amazing. It iiiiiss. It iiiiiiiss.
OVERALL:95%

MARIO PAINT
The novelty soon wears off, and all aspects are too limited to really make this worth the cash.
OVERALL:65%

THE MAGICAL QUEST STARRING MICKEY MOUSE
Brilliantly presented and good fun for a while, but it's hopelessly easy. Bah.
OVERALL:79%

MECHWARRIOR
Not much variety, but this is a tough giant robot battle simulation which is great fun.
OVERALL:81%

MONOPOLY
Do you like playing Monopoly on your own? Then buy this. Otherwise, steer clear.
OVERALL:56%

MORTAL KOMBAT
SEAL OF QUALITY
Fantastic conversion of the arcade original.
OVERALL:92%

ON THE BALL
A fast and furious arcadey puzzle game spoilt by its complete easiness.
OVERALL:82%

PAPERBOY II
OVERALL:41%

PILOTWINGS
SEAL OF QUALITY
The novelty doesn't last long, but underneath Pilotwings is complex and highly enjoyable.
OVERALL:90%

PUSHOVER
The puzzles aren't too taxing at first and the game doesn't seem very polished, but this is still quite good fun.
OVERALL:78%

Q*BERT III
Odd controls and lovely backgrounds but loses its appeal after a couple of days.
OVERALL:70%

RANMA 1/2 II
Excellent two player beat 'em up not even worth a glance in one-player mode.
OVERALL:79%

RIVAL TURF
A poor man's Final Fight. Not enough action, variety or playability.
OVERALL:48%

ROCKY RODENT
Slow-moving and ultimately dull platformer.
OVERALL:73%

SHADOWRUN
SEAL OF QUALITY
Simply incredible futuristic RPG. Buy it now.
OVERALL:90%

SIM CITY
SEAL OF QUALITY
In depth city-building strategy classic. Absolute must for all budding town planners.
OVERALL:93%

STARWING
SEAL OF QUALITY
Skrikes! Incredible shoot 'em up. Every home should have one.
OVERALL:96%

STREETFIGHTER 2
SEAL OF QUALITY
Most famous game ever. A splendid conversion which everyone should have by now.
OVERALL:96%

STRIKER
SEAL OF QUALITY
Possibly the best soccer game on any machine.
OVERALL:92%

SUPER ADVENTURE ISLAND
Wonderboy hits the Super NES. Good fun but too easy.
OVERALL:78%

SUPER CASTLEVANIA
SEAL OF QUALITY
One of the best platform beat 'em ups on the Super NES. A definite must-have.
OVERALL:91%

SUPER GHOULS 'N' GHOSTS
SEAL OF QUALITY
Ultra-hard platform adventure revelling in its own brilliance.
OVERALL:94%

SUPER GOAL
Limited selection of moves and superhuman keepers put the nails in the coffin of this one.
OVERALL:60%

SUPER JAMES POND
Poor collision detection and horrendous slow down spoil what would otherwise be a fantabulous game.
OVERALL:78%

SUPER KICK OFF
Nowhere near as good as it should have been. Wait for Striker instead.
OVERALL:73%

SUPER MARIO BROTHERS IV
SEAL OF QUALITY
Graphics look a bit dated now, but the game is still as amazing as ever. One of the best video games of all time.
OVERALL:98%

SUPER MARIO KART
SEAL OF QUALITY
Superb, and challenging, comedy race game featuring Mario and pals.
OVERALL:92%

SUPER NBA BASKETBALL
SEAL OF QUALITY
Very dead good and deep basketball sim recommended to fans and non-fans alike.
OVERALL:92%

SUPER R-TYPE
Bad case of the slowdown and low difficulty level makes this look very dated indeed.
OVERALL:76%

SUPER SLAM DUNK
Clever Mode 7 basketball game. A bit fiddly but highly enjoyable nonetheless.
OVERALL:88%

SUPER SOCCER
Technically outstanding but awkward to play and limited soccer game.
OVERALL:79%

SUPER STAR WARS
SEAL OF QUALITY
Superlative platform game which packs a big challenge with fantastic music too.
OVERALL:94%

SUPER TENNIS
SEAL OF QUALITY
Loads of moves, spot-on speed and a lengthy challenge make this the best tennis game ever.
OVERALL:94%

SUPER TETRIS 2
SEAL OF QUALITY
It's Tetris and, as a result, it's really good. Bonus game BomBliss is likewise smart.
OVERALL:93%

SUPER TURRICAN
Absolute waste of time conversion of an ancient C64 title that wasn't much cop.
OVERALL:68%

SYVALION
Original and responsive but repetitive and ultimately exceedingly dull.
OVERALL:41%

TINY TOON ADVENTURES
SEAL OF QUALITY
Ultra-cute and staggeringly varied platform game which is destined for classic status.
OVERALL:93%

TOM & JERRY
THQ have done it again! Yes, once more, that notorious software house has turned in yet another contemptible effort. Tom and Jerry is a platform game and it is very bad indeed.
OVERALL:37%

TUFF E NUFF
Only four characters and no real scop for tactical play, but there's loads of moves and it's faster than Streetfigh 2.
OVERALL:89%

UN SQUADRON
SEAL OF QUALITY
Very very hard and certainly impress Another Capcom shoot 'em up winne
OVERALL:94%

WING COMMANDER
Over-presented and under-gameplay Wing Commander is a rather boring flight sim.
OVERALL:62%

WORDTRIS
Not good enough to justify the price but still a taxing and enjoyable puzz game.
OVERALL: 79%

WWF ROYAL RUMBLE
Tedious grapple battles spoil an othe wise excellent game
OVERALL: 78%

XANDRA'S ADVENTUR
Doesn't look much, but Xandra's Adventure is tough, absorbing and highly playable.
OVERALL:89%

ZELDA III
SEAL OF QUALITY
Huge, sprawling and very difficult RF A classic if you've got any patience whatsoever.
OVERALL:95%

NES

ADDAMS FAMILY
Very few new ideas to be found here, but Addams Family is still quite a jol platform jape.
OVERALL:71%

ADVENTURE ISLAND I
Wonderboy hits the NES. Mildly enjo able but ultimately unrewarding.
OVERALL:71%

ADVENTURES OF LOL
Intriguing isometric puzzle game. Va challenging but rather too sedate.
OVERALL:74%

AIRWOLF
Unoriginal and uninspiring, but a pr solid blast all the same.
OVERALL:75%

ALIEN3
Atmospheric and generally brilliant platform shoot 'em up.
OVERALL:84%

BAD DUDES
Too slow, too slow and too badly pro grammed to be of any interest at all.

OVERALL:39%

BALLOON FIGHT
Great fun at first, especially in two-player mode, but the appeal quickly wanes.
OVERALL:74%

BART VS THE WORLD
A dodgy and bland game. V poor.
OVERALL:35%

BATMAN
SEAL OF QUALITY
Incredible graphics and sound back up a long, challenging and highly enjoyable title.
OVERALL:92%

BATMAN II: RETURN OF THE JOKER
Looks great, sounds great, reasonably original, and very challenging.
OVERALL:83%

BATMAN RETURNS
Not bad Double Dragon-type beat 'em up which gets better further in, but still isn't earth-shattering.
OVERALL:74%

BATTLE OF OLYMPUS
Solve those puzzles! Play that role! Not as good as Zelda 2!
OVERALL:79%

BATTLETOADS
SEAL OF QUALITY
Long, arduous and taxing beat 'em up/platform game from Rare. Great fun, especially in two-player mode.
OVERALL:91%

BASEBALL
Slow, unresponsive and lacking in all those stats and things baseball fans like.
OVERALL:60%

BAYOU BILLY
Three-in-one type affair here, with a light gun level too. Good fun, but not essential.
OVERALL:79%

BIONIC COMMANDO
One of the hardest NES games ever ever. Good fun, but the difficulty level could put some players off.
OVERALL:81%

BLACK MANTA
Poor graphics disguise a varied and very playable game.
OVERALL:80%

BLADES OF STEEL
Ice Hockey sim with obligatory beat 'em up section. Good fun for single players, but best in 2-up mode.
OVERALL:85%

BLASTER MASTER
SEAL OF QUALITY
Blaster Master might be old, but it's still absolutely incredible. Great graphics, and heaps of variety. Essential purchase.
OVERALL:91%

BLUES BROTHERS
Grotty platform game in which you guide the Brothers around the landscape avoiding things. It's boring, inane and the graphics aren't much cop.
OVERALL:40%

BLUE SHADOW
Excellent platform game with Ninja combat-style overtones. Great graphics and plenty of action make this one that combat fans should look out for.
OVERALL:88%

BOULDERDASH
SEAL OF QUALITY
Fantastic fast-paced puzzle game which really stands the test of time.
OVERALL:90%

A BOY AND HIS BLOB
SEAL OF QUALITY
Imaginative mix of platform and puzzling action which is dead good.
OVERALL:91%

BUBBLE BOBBLE
Superb conversion of the ultra-cute bubble-blowing flick screen platform coin-op.
OVERALL:89%

BUCKY O' HARE
No originalityo, Bucky isn't a terrible game but offers nothing new.
OVERALL:72%

BUGS BUNNY'S BIRTHDAY BLOW-OUT
An absolute heap of cack.
OVERALL:35%

BURAI FIGHTER
A decent enough blaster with plenty of death and a bit of a challenge.
OVERALL:79%

CALIFORNIA GAMES
SEAL OF QUALITY
Pointless in one-player mode (there's no competitive 1-up option) but great fun
OVERALL:91%

CAPTAIN PLANET
Shoot 'em up/platform type game which, sadly is far too cumbersome to be enjoyable.
OVERALL:56%

CAPTAIN SKYHAWK
SEAL OF QUALITY
Smart isometric shoot 'em up from those lovely chaos at Rare.
OVERALL:90%

CASTLEVANIA
Playable enough platform game superceded by its sequel.
OVERALL:80%

CLU-CLU LAND
Bizarre Pac Man clone. Initially good fun, but severely limited long-term appeal.
OVERALL:62%

COBRA TRIANGLE
SEAL OF QUALITY
Isometrics a-go-go in Rare's boat racing shoot 'em up affair. Loads of levels and it's none too easy.
OVERALL:94%

CRACKOUT
Aaaaaarrrgh! Hideous Breakout clone. Utter pants.
OVERALL:21%

DAYS OF THUNDER
Alright, if lacking in variety, graphics but the action in this 3D racer is slow, tedious and chundersome.
OVERALL:39%

DEFENDER OF THE CROWN
Take a time warp in this mediaeval strategy game - back to the Land Before Gameplay. Not very good even if you like this sort of thing.
OVERALL:59%

DEFENDERS OF DYNATRON CITY
"Wacky" license, "cacky" game.
OVERALL:36%

DIGGER T ROCK
Action-packed arcade puzzler with decent graphics and oodles of gameplay.
OVERALL:89%

DONKEY KONG
Poor old Mr Kong is getting on a bit, and the simplicity of this pensionable title really shows it.
OVERALL:45%

DONKEY KONG JUNIOR
Four screens of yawns. There's not enough here to justify purchase.
OVERALL:46%

DOUBLE DRAGON
Not bad conversion of the legendary coin-op. Looking a bit dated, but still not bad.
OVERALL:75%

DOUBLE DRAGON II
A big improvement over the original title, Double Dragon II is heartily recommended to fist fans. And beat 'em up fans, too.
OVERALL:84%

DOUBLE DRAGON III
Loads of options and ideas, but it's too slow and ridiculously frustrating.
OVERALL:65%

DOUBLE DRIBBLE
Slightly confused perspective, but still has enough action to satisfy most basketball fans.
OVERALL:70%

DRAGON'S LAIR
Grinks! Do not even approach this travesty.
OVERALL:21%

DR MARIO
A bit too close to Tetris for comfort, but this is still a fun puzzle game.
OVERALL:88%

DROP ZONE
Feeble graphics but the gameplay is surprisingly fresh for this new conversion of an ancient coin-op.
OVERALL:87%

DUCK HUNT
Testimony to the righteous demise of the Zapper light gun, this is not very good indeed.
OVERALL:57%

DUCK TALES
SEAL OF QUALITY
Another golden oldie platform jape from those chaps at Disney.
OVERALL:90%

ELITE
SEAL OF QUALITY
Accomplished conversion of the classic trade 'em up then shoot 'em up legend.
OVERALL:91%

EXCITEBIKE
Nippy scrolling and courses drenched in laughs make this worthy of inspection.
OVERALL:84%

FELIX THE CAT
Good platform game let down by daft easiness setting. Good one for younger players, though.
OVERALL:71%

FESTER'S QUEST
Tedious scrollaround "adventure".
OVERALL:58%

FAXANADU
Plenty of depth but little action or excitement in this RPG-type affair. Try it if you're affair something different.
OVERALL:79%

FOUR-PLAYER TENNIS
Absolute steaming pile of old pants. Wobbly graphics, terrible sound, no moves, godawful collision detection and almost no response to the controls.
OVERALL:27%

GALAXY 5000
SEAL OF QUALITY
It's from Rare! It's an isometric race game! It's dead brill!
OVERALL:91%

GAUNTLET II
SEAL OF QUALITY
Smart maze-cum-shooting extravaganza which is well worth a look.
OVERALL:90%

GHOSTS 'N' GOBLINS
Dodgy responses, frustrating gameplay and bad graphics.
OVERALL::55%

GOAL!
Terrible, terrible soccer mockery.
OVERALL:33%

GODZILLA
Ghastly scrolling plodalong which suffers dreadful flicker and frustratingly awkward gameplay.
OVERALL:41%

GOLF
Arcadey golfing sim recommended to fans of the sport.
OVERALL:76%

GRADIUS
SEAL OF QUALITY
Offers nothing new, but is spectacularly executed. Priority blasting purchase.
OVERALL:90%

GREMLINS II
Yet another good example of a Nintendo scrollalong shoot 'em up, available at budget price in some stores.
OVERALL:87%

GUMSHOE
This Zapper gun game has excellent graphics and some jaunty tunes backing the action, but the simple action grows dull very quickly.
OVERALL:68%

GUNSMOKE
Not bad conversion of the (very) old Wild West coin-op. It's getting on a bit though, so blasting fans would do well to check out a more recent shoot 'em up.
OVERALL:69%

HIGH SPEED
Great conversion of the Williams pinball table along similar lines to Pinbot. Worth a look if you're a pinball fan. If not, you might find the action a tad repetitive.
OVERALL:82%

HOGAN'S ALLEY
Though this is graphically quite nice, Hogan's Alley's gameplay is very limited and most of the game's options seem to be exhausted after a few sessions' play.
OVERALL:60%

HOOK
Unoriginal platform game which sports nice graphics but is sadly let down by lack of action and large areas in which there's very little to do.
OVERALL:62%

THE HUNT FOR RED OCTOBER
Bad graphics, terrible sound, but quite good gameplay in this shoot 'em up.
OVERALL:64%

HYPER SOCCER
A reasonable football game, which still fails to generate much in the way of soccer excitement.
OVERALL:62%

ICE CLIMBER
Guide your Eskimo through the platform levels of this tedious old piece of parp.
OVERALL:58%

IKARI WARRIORS
Poor responsiveness and frustrating gameplay put the nails in the coffin of this vertical blaster.
OVERALL:48%

IRONSWORD
Very tough indeed, but this follow-up to Wizards and Warriors is also very average.
OVERALL:77%

ISOLATED WARRIOR
Fab isometric blaster somewhat spoilt by a low difficulty level.
OVERALL:80%

KICK OFF
Poor ball logic and awkward controls ruin this potentially-great soccer game.
OVERALL:36%

KABUKI
SEAL OF QUALITY
One of the best, and certainly most original platform beat 'em ups on the NES.
OVERALL:96%

KID ICARUS
Not bad, but pales in comparison to more recent platform games.
OVERALL:68%

JACKIE CHAN'S ACTION KUNG-FU
SEAL OF QUALITY
Superb platform game with great graphics and loads of challenge.
OVERALL:93%

JACK NICKLAUS GOLF
Slow, jerky and bug-ridden golf sim.
OVERALL:48%

KICKLE CUBICLE
Kickle Cubicle would be an excellent puzzle cum action game, but it's just too easy to complete.
OVERALL:72%

KUNG-FU
Doesn't look much, but the tough, challenging gameplay at knockdown price is quite a laugh. Worth a look for beat 'em fans.
OVERALL:72%

LIFE FORCE
SEAL OF QUALITY
Top notch two-player horizontally scrolling shoot 'em up with smart graphics.
OVERALL:92%

LEGEND OF ZELDA
Expensive RPG, but certainly worth a look for fans of the genre (© Cringey Cliches Inc).
OVERALL:86%

LEMMINGS
Good enough puzzler spoilt slightly by overly indistinct graphics.
OVERALL:85%

LITTLE NEMO
Jolly platform game which is just too darned hard for its own good.
OVERALL:79%

LOW-G MAN
Horrible graphics but excellent and innovative gameplay make this quite a jape.
OVERALL:84%

LUNAR POOL
Fun for pool fans, but a waste of time for the non-initiated.
OVERALL:75%

MACH RIDER
Laughable graphics and dull gameplay adorn this poor Roadblasters clone.
OVERALL:36%

MANIAC MANSION
Fantastic (and hilarious) icon-driven RPG. Essential providing you can afford the hefty price tag.
OVERALL:89%

MARBLE MADNESS
Not many levels, but this arcade conversion is still great fun.
OVERALL:85%

MARIO BROTHERS
Not of the Super variety, this is a single screen puzzle/platformer which is quite good, especially in two-player mode.
OVERALL:83%

MEGAMAN
SEAL OF QUALITY
First in the long-toothed platform series. Dead good, but very hard.
OVERALL:92%

MEGAMAN II
SEAL OF QUALITY
Incredibly impressive and good fun, but totally ultra-rock-doom-hard.
OVERALL:93%

MEGAMAN IV
Highly challenging quality game which is totally unoriginal.
OVERALL:81%

METAL GEAR
Samey backgrounds make this maze/shoot 'em up title confusing and dull.
OVERALL:52%

METROID
Graphically impressive with loads of original features and taxing gameplay.
OVERALL:80%

MIKE TYSON'S PUNCH-OUT!!!
SEAL OF QUALITY
Loads of moves, opponents and challenge, this is one of those classic NES games everyone should have.
OVERALL:94%

MISSION: IMPOSSIBLE
Smart RPG/adventure overtones lift this overhead-view blaster above the norm.
OVERALL:86%

NEW ZEALAND STORY
Perfect conversion of the arcade machine, marred by being far too easy.
OVERALL:79%

NINTENDO WORLD CUP
Terrible, terrible four-player soccer game not even one player should have to suffer.
OVERALL:33%

PAPERBOY
Retarded graphics, grotesque sounds and awkward, frustrating gameplay are the norm for this title.
OVERALL:30%

PINBALL
Very old, and also very superceded by the excellent Pinbot.
OVERALL:45%

PINBOT
Excellent graphics, unbelievable sound, and brilliant playability, this is one fabbo game!
OVERALL:89%

POPEYE
Simplistic and limited, Popeye carries little lasting appeal, even for younger players.
OVERALL:67%

POWERBLADE
No marks for originality, but the enjoyable and challenging gameplay make this platform shoot 'em up worth a look.
OVERALL:88%

PRINCE OF PERSIA
Controls are awkward at first, but persevere and you'll find a challenging and rewarding platform game.
OVERALL:87%

PROBOTECTOR
A fast and furious blast converted from the old GryZor coin-op. Recommended to violence fans.
OVERALL:81%

PRO WRESTLING
Pathetic sprites, slow moving gameplay and no fun value whatsoever. Check out Tecmo Wrestling instead.
OVERALL:45%

RAD RACER
An old OutRun-style racer, but still matches up to the competition. A top game.
OVERALL:80%

RAD GRAVITY
Rad Gravity is a cool platform game, with nice blasting elements added in for good measure. Recommended for platform fans after a challenge.
OVERALL:82%

RAINBOW ISLANDS
This is a good conversion of the Taito coin-op, ruined by slow gameplay and poor response.
OVERALL:67%

RC PRO-AM
Quite a nice isometric racer, this, but overshadowed by the sequel.
OVERALL:85%

RC PRO-AM 2
Brilliant game for up to four players, although there is a better game of this type on the market.

OVERALL:87%

RESCUE
Terrible collection of dull sub-games in this terrorist-siege-breaking game.
OVERALL:41%

RESCUE RANGERS
With one or simultaneous two-player options, Rescue Rangers is fast, smooth, cute and playable. A very good game that should appeal to platform fans.
OVERALL:88%

ROAD BLASTERS
Far too easy - any competent player should get through it in no time. Once completed, Road Blasters doesn't have much to attract you back for more.
OVERALL:48%

ROAD FIGHTER
Absolute trousers.
OVERALL:9%

ROBOCOP
Sluggish controls and very repetitive gameplay don't makes things much fun in this grotty platform game.
OVERALL:60%

ROBOCOP 2
Slick, but ultimately frustrating platform game which features plenty of challenge but nothing new or exciting in terms of gameplay features.
OVERALL:76%

ROLLERGAMES
Fairly jolly, but rather repetitive future sports simulation which could do with better visuals.
OVERALL:76%

ROBO WARRIOR
An original, but limited, slow and dull game in which you bomb your way through a series of baddie-packed screens.
OVERALL:51%

RODLAND
Simple and entertaining game for Bubble Bobble fans.
OVERALL:79%

RUSH 'N' ATTACK
Otherwise known as Green Beret, this is a fairly simplistic but very compulsive beat 'em up packed with senseless violence.
OVERALL:83%

RYGAR
The gameplay in this beat 'em up is fairly interesting but on the whole, Rygar is probably only worth buying if you remember enjoying the coin-op.
OVERALL:70%

SECTION Z
This game is severely lacking in excitement as it's so repetitive and the weapons are completely weedy. Save your money and your sanity.
OVERALL:46%

720 DEGREES
This is a very decent conversion of the old Atari skateboarding coin-op which sports plenty of challenge and variety. A must for fans of the coin-op and skateboarders in general.
OVERALL:84%

SHADOWGATE
Shadowgate is an icon-driven adventure game crammed with frustrating puzzles and thousands of unfair sudden death scenarios.
OVERALL:26%

SHADOW WARRIOR
This a great slash 'em up that's well-presented with groovy graphics and sound. Challenging and superb fun and well worth your pounds sterling.
OVERALL:89%

SILENT SERVICE
An addictive and involving submarine sim for strategically-minded NES owners.
OVERALL:87%

SIMON'S QUEST
There's not a lot of variety, but hardened arcade adventure fans should find the gloomy atmosphere is most engrossing.
OVERALL:85%

SIMPSONS: BART VS THE SPACE MUTANTS
It might not exactly be action packed, but there's enough to this platformer to make it worthwhile to even not Simpsonsites.
OVERALL:88%

SKATE OR DIE
Skate or Die is a fun game with great graphics and is highly recommended to board thrashers.
OVERALL:83%

SMASH TV
SEAL OF QUALITY
A complete, full and really excellent conversion of the ultra-violent coin-op. Death fans should rush out and purloin this immediately.
OVERALL:90%

SNAKE, RATTLE 'N' ROLL
SEAL OF QUALITY
The excellent graphics add atmosphere to the proceedings and the tough gameplay means there's weeks of play, at least, to this game.
OVERALL:94%

SNAKE'S REVENGE
Snake's Revenge is extremely difficult to play, slow, unrewarding and tedious.
OVERALL:49%

SOCCER
Even though this is positively ancient, it's still miles better than all the newer Nintendo football games.
OVERALL:83%

SOLAR JETMAN
SEAL OF QUALITY
Tough, addictive and great fun, Solar Jetman is a space shooting and collecting game no NES owner should be without.
OVERALL:95%

SOLOMON'S KEY
This is an excellent conversion of the Data East coin-op, which is one of the best arcade puzzle games out. One for brain fans and no mistake.
OVERALL:83%

SOLSTICE
With its excellent forced perspective graphics, amazing sound and involving gameplay, Solstice is an essential purchase.
OVERALL:89%

SPIDER MAN AND THE RETURN OF THE SINISTER SIX
A not-bad game which is made somewhat redundant by the wealth of other games of this ilk. Still, Spiderman fans might like it.
OVERALL:70%

SPY VS SPY
Based on the MAD magazine comic strips, Spy vs Spy is one of the finest two-player games ever, just because of the vast potential for playing super-sneaky tricks on your opponent.
OVERALL:84%

STEALTH ATF
A promising-sounding but ultimately dull aerial combat game in which you guide the fighter of the title against the marauding enemy hordes.
OVERALL:54%

SUPER MARIO BROTHERS
SEAL OF QUALITY
This is the first in the Super Mario series and was originally given away with the NES machine, and it's great. Fast moving, challenging and great fun.
OVERALL:95%

SUPER MARIO BROTHERS II
SEAL OF QUALITY
Although superceded by the third Mario game, this is still a top quality purchase for platform fans.
OVERALL:96%

SUPER MARIO BROTHERS III
SEAL OF QUALITY
The game map is absolutely huge, and there's loads of sub-games and other treats to add a bit of variety. Definitely the best NES game around, and one which absolutely no NES owner should be without, really honestly this time.
OVERALL:98%

SUPER OFF-ROAD
Yet another four-player isometric race game from Rare. However, although this is okay with more than one player the repetitive nature will put single players off.
OVERALL:61%

SUPER SPIKE VOLLEYBALL
With its Four Score compatibility allowing up to four players to take part, Super Spike Volleyball is a great game that should appeal to most sports fans.
OVERALL:83%

STAR WARS
SEAL OF QUALITY
Possibly the hardest game available for the NES, but it's not offputting because it's just so darned enjoyable. Exciting and varied, Star Wars is an NES classic.
OVERALL:95%

SWORDS AND SERPENTS
Short on action, but long on depth, this is one that adventure and role-playing fans will go bonkers over.
OVERALL 81%

TEENAGE MUTANT HERO TURTLES
Turtles is a fun game that provides plenty of beat 'em up action, and a hint of exploration which taxes your brain too. Worth checking out.
OVERALL:86%

TEENAGE MUTANT NINJA TURTLES: THE ARCADE GAME
Turtles II is a very close coin-op conversion, but when it comes down to it, there isn't much in the game and the repetitive action soon grows stale.
OVERALL:64%

TENNIS
Nintendo Tennis is quite playable. It's also the only Tennis game available on the NES anyway, so it's this or nothing.
OVERALL:75%

TEN-YARD FIGHT
Ten Yard Fight is a simple, but fun arcade game and is worth looking at if you're new to American football and want to learn more about the sport.
OVERALL:76%

TERMINATOR II
Five limited levels, most of which are set around a tedious platform environment. Dull and very unoriginal. For die-hard movie fans only.
OVERALL:72%

TETRIS
SEAL OF QUALITY
The control system is easy to handle, the competitive two-player option has been included and the music is pretty good too. Another belongs-in-every-collection games.
OVERALL:91%

TIGER HELI
This is a fairly straightforward up-the-screen blast in which the player pilots a heavily-armed combat chopper. Not the greatest of shoot 'em ups.
OVERALL:65%

TINY TOONS
The graphics and sound in this platformer are great, and the gameplay fun enough to keep you at it for yonks.
OVERALL:86%

TIME LORD
This game has a great idea, but the overall execution is a tad lacking and the game itself lacks the kind of excitement we'd like to see.
OVERALL:60%

TOM AND JERRY
It's a shame to see Tom and Jerry starring in an unoriginal platform game. Yes, it's fun. But there are loads of better games of this sort already available.
OVERALL:78%

TOP GUN
A pretty good simulator which requires a fair bit of skill.
OVERALL:79%

TOP GUN II
Top Gun II is not recommended because the graphics are extremely awful and the gameplay is very dull indeed.
OVERALL:51%

TOTALLY RAD
Promising sounding platform game sadly let down in its execution. It's just not fun enough to lift it out of the veritable sea of platform games available on the NES.
OVERALL:74%

TO THE EARTH
Very nice graphics and plenty of other neat presentation features set this apart from the other light gun games, so if you've got a Zapper, check it out.
OVERALL:80%

TURBO RACING
It's nice to see a nice fast action-filled effort like Turbo Racing. Graphics are a bit rough, this is more than made up for by the exciting gameplay. Check it out.
OVERALL:80%

TRACK AND FIELD II
With multi-player action and plenty of tough and challenging button-bashing gameplay, this is a sports simulation no Nintendo owner should miss.
OVERALL:89%

TROG
Trog is a PacMan-style coin-op with nice graphics, but no amount of presentation can disguise the simplistic gameplay.
OVERALL:70%

TROJAN
This is quite a decent beat 'em up, but though the graphics are fine, the gameplay is a bit dull. Still above average though.
OVERALL:72%

URBAN CHAMPION
A dull and particularly unoriginal beat 'em up, go for Double Dragon II instead.
OVERALL:54%

WILD GUNMAN
Wild Gunman is a colourful Zapper title. It's quite good fun, but gets a bit boring after a while.
OVERALL:67%

WIZARDS AND WARRIORS
A smart-looking but pretty monotonous fantasy platform title which doesn't match up to most of the competition.
OVERALL:72%

WORLD WRESTLING
World Wrestling from Tecmo has great graphics, loads of options and corking gameplay. It's dead good.
OVERALL:84%

WRECKING CREW
A platform hammer 'em up with loads of screens and plenty of challenge.
OVERALL:81%

WWF SUPERSTARS OF WRESTLING
This version of WWF is good fun for a while, but it's a tad easy and only the two-player option really gives you great value for money.
OVERALL:80%

XEVIOUS
The smart graphics of the coin-op are lost, so all you're left with is a passable, but hardly exciting up-the-screen blast.
OVERALL:65%

ZELDA II: ADVENTURE OF LINK
SEAL OF QUALITY
Even non-RPG fans will flip at this superb title, and although the price tag is somewhat hefty Adventure of Link is easily worth a go.
OVERALL:94%

GAME BOY

ALFRED CHICKEN
SEAL OF QUALITY
Twelve large levels packed with secret rooms and bonus stages for Alfred's probing pecker. As brilliant as it is daft.
OVERALL:91%

ALIEN III
SEAL OF QUALITY
Excellent shooter, with exploration and puzzle elements sidling in to join the fun. Highly recommended.
OVERALL:90%

ALLEYWAY
A sad version of the ancient game, Breakout. Enough said.
OVERALL:27%

BALLOON KID
Become a balloon's best friend in this rather weird floating collect 'em up. Strange, dull, repetitive and, er, balloony.
OVERALL:51%

BART SIMPSON'S ESCAPE FROM CAMP DEADLY
Help Barty escape in this multi-level platform game. An enjoyable if not overly original title.
OVERALL:85%

BART VS THE JUGGERNAUTS
A sort of Simpsons meets the Gladiators. Not bad, and it gets better as it goes along.
OVERALL:71%

BASEBALL
With its two-player link-up option and addictive gameplay, Baseball is recommended to sports fans on the move.
OVERALL:75%

BATMAN
SEAL OF QUALITY
With small but nicely detailed graphics and excellent sound, this is one of the most addictive Game Boy platformers.
OVERALL:91%

BATTLETOADS
SEAL OF QUALITY
Although the graphics are fiddly, this is a great game which any self-respecting beat 'em up fan should have.
OVERALL:90%

BEST OF THE BEST
Graphics aside, one of the better Game Boy beat 'em ups, but then again that's not saying much.
OVERALL:65%

BIONIC COMMANDO
Rad enjoys a new lease on life in Capcom's revival of the arcade classic. With superb presentation and a cool factor of ten, grab it!
OVERALL:84%

BLADES OF STEEL
Plenty of Ice Hockey style action as two teams compete on a horizontally scrolling rink. The action is fast and addictive.
OVERALL:83%

BLUES BROTHERS
Yet another attempt at the Blues Brothers theme. Avoid. Avoid. Avoid.
OVERALL:53%

BOMB JACK
Hit the road, Jack! This is a tiresome conversion of a hoary old coin-op whi
is about as explosive as a soggy match
OVERALL:68%

BOULDERDASH
SEAL OF QUALITY
Puzzles-a-plenty as you try to grab th
jewels and dodge the boulders and fin
your way to the exit without blocking yourself in.
OVERALL:90%

BOXXLE
Highly original puzzle game and reco
mended to people who like to use thei
brains rather than their joysticks.
OVERALL:83%

BUBBLE BOBBLE
SEAL OF QUALITY
Burst the bubbles, kill the meanies an
move on to the next screen. Er, that's i
Fast, fun and very addictive.
OVERALL:90%

BUBBLE GHOST
Guide a bubble around an environme
fraught with danger. A highly original, fun title and well worth a gander.
OVERALL:81%

BURAI FIGHTER DELUXE
Horizontally-scrolling shoot 'em up typ
story of a mega-powerful robot and hi
fight against injustice. Hooray!
OVERALL:83%

BURGERTIME DELUXE
Drop burger ingredients into a dish by running over them and squishing the enemy. A good laugh, but repetitive.
OVERALL:78%

CASTLEVANIA
Battle your way through four large scrolling platform landscapes. The gameplay is addictive and fun.
OVERALL:79%

CHASE HQ
The Game Boy just can't cope with the speed necessary to make this game really thrilling.
OVERALL:42%

CHESSMASTER
SEAL OF QUALITY
It's Chess and it's very, very good. Need we say more?
OVERALL:96%

CHOPLIFTER II
SEAL OF QUALITY
Guide a chopper around scrolling landscapes, rescuing hostages and blowing up anything that gets in your way. Highly cool and addictive.
OVERALL:92%

CRASH DUMMIES
The crash Dummies ski, drive and dive their way to destruction but all in the best possible taste. Varied, wild and crazy!
OVERALL:86%

DARKWING DUCK
SEAL OF QUALITY
Capcom's Disney titles are always excellent and this is no exception. In fact it's one of their best! Highly ingenious!
OVERALL:91%

DIG DUG
A miner named Digby literally blows-up Pookas and Fygars with a hand pump. Bizarre, but quite a laugh nonetheless.
OVERALL:84%

DR FRANKEN
SEAL OF QUALITY
Frankie's quest to find the various parts of his girlfriend looks, sounds and plays magnificently, while the password system and gameplay make it a winner.
OVERALL:92%

DR FRANKEN 2
Good looking, good fun, but too easy.
OVERALL:74%

DROP ZONE
In spite of it's age, hidden beneath the humble,simplistic facade is a superb and thoroughly enjoyable game.
OVERALL:86%

DOUBLE DRAGON
With great graphics and sound, Double Dragon is an excellent mini-replica of the classic arcade game, featuring all the original's thrills and spills.
OVERALL:83%

DOUBLE DRAGON II
Improves on the original with better graphics and gameplay. Some might find it a bit too similar to the first, but beat 'em up fans will love it!
OVERALL:88%

DR MARIO
Nintendo's own Tetris clone makes it to the Game Boy, and it's great. Highly recommended to puzzle fans.
OVERALL:87%

DUCK TALES
This has unmistakable Disney graphical touch and oodles of playability. The problem is that it's not very hard.
OVERALL:78%

DYNA BLASTER
Place strategic bombs in an attempt to clear each screen of baddies before advancing onto the next, harder screen. Simple but very addictive.
OVERALL:88%

F1 RACE
The first four-player Game Boy game - and it even comes with a free four-way adaptor! The game itself is an excellent OutRun-clone, and rather good.
OVERALL:88%

F-15 STRIKE EAGLE
Microprose's aging flight simulator makes the conversion over to the Game Boy quite well - a thinking man's Afterburner.
OVERALL:83%

FELIX THE CAT
Great fun, but way too easy and a bit too slow.
OVERALL:70%

FERRARI
Slickly-programmed racing game sadly let down by its laughably low difficulty setting.
OVERALL:37%

FIRE FIGHTER
Highly original and taxing title. Well worth a look.
OVERALL:81%

FOOTBALL INTERNATIONAL
Put simply, this is a hopelessly dull football game. Get Kick Off instead - it's miles better.
OVERALL:41%

FORTRESS OF FEAR
A sort of mediaeval Double Dragon. The graphics and sound are good and the playability is solid enough to keep you coming back.
OVERALL:80%

GARGOYLE'S QUEST
Some pretty good gamesplaying skills are required to make your way around this game's unfriendly platform environment, but it's all very addictive.
OVERALL:80%

GAUNTLET II
A perfect mini-replica of the classic coin-op that contains all the graphics, speech and playability of the coin-op. There's even a skill two-player mode.
OVERALL:88%

GB KID
Bonking ahoy! GB Kid trounces the life out of his prehistoric foes in his first quality adventure. The only problem is that the game's easy to complete!
OVERALL:79%

GHOSTBUSTERS II
With humorous graphics and some quite decent tunes, Ghostbusters II manages to both entertain and challenge, with six different missions to test you.
OVERALL:81%

GOLF
This is a great golf game that plays a great game of golf. Need we say more?
OVERALL:88%

GREMLINS II
Once more it's platforms a go-go. Gremlins II is certainly challenging and it has some wonderful graphics and music.
OVERALL:80%

HAMMERING HARRY
SEAL OF QUALITY
Well decent little platform with some spiffy graphics and well-tuned playability. Well worth a look.
OVERALL:90%

HOME ALONE
Home Alone is a sad, dull, boring game with mournful graphics, forlorn sound and awful playability. Apart from that, it's rubbish.
OVERALL:38%

HOOK
Quite entertaining for a while, but there just doesn't seem to be that much to do in each level to sustain the interest.
OVERALL:66%

HUMANS
Although slow to start with, Humans proves a high standard cart let down by the most important factor: playability.
OVERALL:74%

HUNT FOR RED OCTOBER
SEAL OF QUALITY
Brilliant conversion of the Sean Connery movie, with an amazingly good two-player mode where the second player takes control of an entire fleet! Brilliant.
OVERALL:92%

HYPER LODERUNNER
If you enjoy a really tough challenge, this platform game is highly recommended. But beware - it's VERY hard!
OVERALL:71%

JOE & MAC: CAVEMAN NINJA
This game is one of the least inspiring platform arcade games, consequently even a spot-on conversion would fail to impress. And lo, it doesn't.
OVERALL:65%

KID ICARUS
Fairly jolly adaptation of the NES platform game provides the fun, but is now getting rather long in the tooth.
OVERALL:71%

KID DRACULA
NEW
The larger than average character design works well as Kid attempts to learn even more tricks in this platform adventure. It's too easy though. Boo!
OVERALL:77%

KIRBY'S DREAM LAND
SEAL OF QUALITY
A highly original, amazingly playable game from the creator of Mario. If this one doesn't grab you, nothing will! Kirby is a superb character and his game is one of the most imaginative platformers available.
OVERALL:94%

KUNG-FU MASTER
This loose translation of the aging Irem coin-op is very dull indeed with mournful graphics and sound along with tedious gameplay. The last nail in the coffin is the pathetic difficulty level.
OVERALL:17%

KWIRK
This is a puzzle game where your tomato-like hero(!) must shift oddly-shaped blocks into gaping holes to traverse mazes and reach the exit. It's fun!
OVERALL:85%

LEMMINGS
Short and sweet: Lemmings on the Game Boy is a great conversion of a classic game. An enormous laugh.
OVERALL:88%

LETHAL WEAPON
A ropey little fisticuffs fest which doesn't come anywhere near the excitement of the movies. Wide berth required.
OVERALL:45%

LOONEY TUNES
SEAL OF QUALITY
The Looney Tunes star in an exciting and varied cartoon collection of shoot em ups and platform-related hilarity. Get this!
OVERALL:90%

MARBLE MADNESS
Guide your marble around a number of increasingly tricky slalom slopes, featuring many pitfalls. Perfectly suited to the Game Boy and long on playability.
OVERALL:87%

MAX
Max owes a lot to Bionic Commando, but still manages to add a few tricks of his own. Plenty of explosive goings on, with a high standard of gameplay elsewhere.
OVERALL:84%

McDONALDLAND
A standard fare, fast food adventure into McDonaldland. Trouble is, there are tastier treats available.
OVERALL:75%

MERCENARY FORCE
Fairly dull action game which fails to supply the necessary ingredients to make it a worthwhile purchase.
OVERALL:62%

METROID II
Big and absorbing arcade adventure/platform game that's well worth checking out if you're into games of this type.
OVERALL:81%

MOTOCROSS MANIACS
Motocross has never been any weirder than in this off-road biking game! It's tricky, but good fun - especially against a computer opponent - and provides plenty of amusement for a while.
OVERALL:76%

MR DO!
Although not entirely faithful to the coin-op, Mr Do! is still a highly playable conversion well worth a look.
OVERALL:86%

NAVY SEALS
This platform shoot 'em up is amazingly super hard, but if you're dead good it's well worth a look.
OVERALL:80%

NEMESIS
A great conversion based on the classic coin-op. It's not simple, and shoot 'em up fans should really get into the action. Go for it!
OVERALL:88%

NINTENDO WORLD CUP
This is a shambolic mockery of a clapped-out Soccer game. Avoid.
OVERALL:31%

OTHELLO
Although it mightn't look or sound it, Othello is an addictive and enjoyable board game which you'll go back to time and time again.
OVERALL:89%

PACMAN
PacMan is as PacMan does, and this is as flawless a conversion of the crumbly arcade game as you will ever find.
OVERALL:80%

PAPERBOY
Ultra-blurry graphics, rubbish bike handling and dodgy collision. A disappointing conversion that will appeal to arcade fans only.
OVERALL:67%

PINBALL
This is so realistic you find yourself tilting your Game Boy around to try and influence where the ball goes!
OVERALL:79%

POPULOUS
Ambitious long-term game which is dead good.
OVERALL:81%

POWER PAWS
A great game which lacks real long-term staying power.
OVERALL:73%

PRINCE OF PERSIA
SEAL OF QUALITY
This must rank as one of the greatest platform games of all time, and its combination of fiendish puzzles and pinpoint platform action is a winner.
OVERALL:92%

PRINCE VALIANT
An interesting concept but is neither impressive graphically nor in-depth enough to warrant priority purchase.
OVERALL:65%

QUARTH
SEAL OF QUALITY
Looking like a cross between Tetris and Space Invaders, Quarth is an enjoyable and addictive little game which offers plenty of challenge and lasting appeal.
OVERALL:90%

QIX
Similar to Volfied and a jolly little game with plenty of long-lasting appeal.
OVERALL:81%

RADAR MISSION
Mediocre action game in which you guide your ship against enemy forces. Fun for a bit, but soon gets dull.
OVERALL:64%

RAMPARTS
A rather insubstantial and disappointing conversion of the popular arcade strategic blast.
OVERALL:58%

RESCUE OF PRINCESS BLOBETTE
The puzzling jelly bean action would be fun, but there's too many wide open spaces where nothing happens. Shame.
OVERALL:68%

REVENGE OF THE 'GATOR
SEAL OF QUALITY
At last there's a great pinball game on the Game Boy, full of ramps, bumpers, multi-balls, bonuses and all the trappings you'd expect.
OVERALL:91%

ROBIN HOOD
An original approach to a film license. The game is packed with puzzles and RPG overtones that add up to a large and interesting game. Definitely worth a look.
OVERALL:88%

ROBOCOP
A good enough version, but the small graphics make things a tad tricky. A shame, because this could have been great.
OVERALL:72%

RODLAND
Tom and Rit take their sticks to the hides of a variety of cutesy platform types in this slightly repetitive Game Boy excursion into Rodland. @OVERALLTEXT:OVERALL:74%

R-TYPE
Use your top flying skills to survive in this pretty tough conversion of the coin-op. The graphics are pretty good and it's highly playable.
OVERALL:82%

SIDE POCKET
Master ballistics professors will love this one, although anyone else's interest may wane pretty quickly.
OVERALL:73%

SKATE OR DIE II (RAD 'N' BAD)
Super-speedy platform skate game with lots of skate-style action. If your interest in conventional platform games is waning, try this for size.
OVERALL:81%

SNEAKY SNAKES
Those wicked reptiles who appeared in the brilliant NES game Snake, Rattle 'n' Roll are back again in this superb Game Boy arcade game. An absolute must.
OVERALL:89%

SNOOPY'S MAGIC SHOW
The plodding platform gameplay belies the tricky puzzle action in this thoroughly enjoyable game. It's not particularly tough, but while it lasts it's very addictive.
OVERALL:84%

SOLAR STRIKER
After a couple of goes this blaster soon becomes boring. It's all right, but there are no real surprises to keep you going back to it.
OVERALL:69%

SOLOMON'S KEY
Good adaptation of the coin-op platform/puzzle game. The gameplay is addictive, but sometimes the titchy graphics make it difficult to see what's going on.
OVERALL:82%

SPEEDBALL II
Not so much Speedball as blurred ball, the Game Boy's tiny screen cannot cope with the intensity of this future sport. Boo!
OVERALL:65%

SPIDER-MAN
Spider-Man is a thoroughly enjoyable beat 'em up which has some amazing graphics and plenty of variety. A must for wall-crawlers everywhere.
OVERALL:85%

SPIDERMAN 2
Fiddly and disappointing platform beat 'em up.
OVERALL:79%

SPIDERMAN 3
Terrible, terrible waste of money.
OVERALL:40%

SPY vs SPY
Always good for a laugh with two players, but likely to lack the same appeal with one. Worth a look.
OVERALL:83%

STAR WARS
The first of this epic saga, Star Wars on the Game Boy is every bit as good as the NES version. Enjoy the top class platform action as the plot of the film unfolds.
OVERALL:89%

SUPER HUNCHBACK
Jolly platform game starring everyone favourite deformed character. There are loads of secret screens and the action is challenging enough to keep the fans happy.
OVERALL:81%

SUPER KICK OFF
SEAL OF QUALITY
The greatest football game ever is now on the Game Boy and it's as good as could possibly be expected. Buy it.
OVERALL:93%

SUPER MARIO LAND
SEAL OF QUALITY
Although this brilliant game doesn't take long to finish, there are loads of secret things to uncover and the gameplay's so good you just keep on going back to it! @OVERALLTEXT:OVERALL:90%

SUPER MARIO LAND II
Effectively Super Mario World for the handheld, this is a stunning game, which is only let down by being too easy. There's loads to see, even more to do, and still represents a worthwhile buy.
OVERALL:87%

SUPER RC PRO-AM
Those Rare guys are at it again - converting one of their fab NES carts to the Game Boy. This time it's of the isometric-view radio controlled car racing game, and it's great.
OVERALL:87%

TEENAGE MUTANT NINJA TURTLES
SEAL OF QUALITY
A decent beat 'em up with plenty of action and some great graphics to drool over. Turtle fans are bound to go bonkers over this.
OVERALL:90%

TEENAGE MUTANT NINJA TURTLES II
Harder than the original, with some sampled speech. Once again, Turtle fans will love this.
OVERALL:85%

TENNIS
One of the best Tennis games available on any system, this is challenging, addictive, and lets you play virtually any shot. Recommended.
OVERALL:86%

TERMINATOR 2
SEAL OF QUALITY
As film licenses go, this is one of the best. Loads of action, great graphics and sound. A fab game.
OVERALL:90%

TETRIS
SEAL OF QUALITY
Free with the UK version of the Game Boy, this puzzle game is absolutely terrific and unbelievably addictive. Still one of the best Game Boy titles yet seen.
OVERALL:95%

TOP RANK TENNIS
Best tennis title for the Game Boy. It's ace (ho ho).
OVERALL:89%

TRACK MEET
Thoroughly enjoyable Track and Field-type sports simulation, which can get samey after a while.
OVERALL:75%

TRAX
Snooze-inducing driving-type game which lacks the pace and excitement to get the adrenalin flowing.
OVERALL:59%

UNIVERSAL SOLDIER
Virtually the same game as Turrican, but still a good old Game Boy blast.
OVERALL:79%

WIZARDS AND WARRIORS
Quite a jolly platform game, but unfortunately games like this are ten-a-penny.
OVERALL:78%

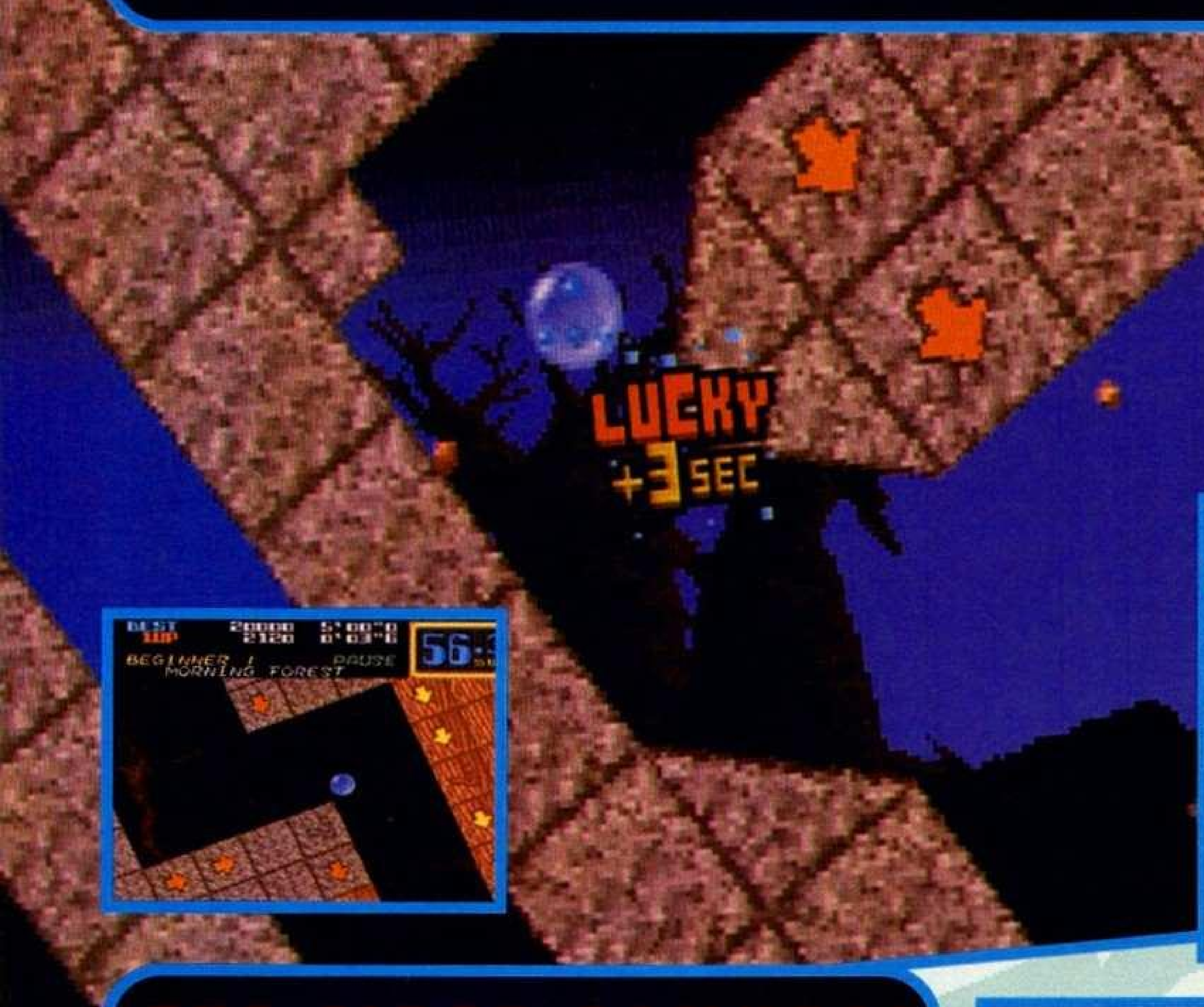
WWF SUPERSTARS
Great graphics and loads of moves but the tournament is far too easy to win. If you have a second player it's a great link-up game.
OVERALL:85%

YOSHI'S COOKIES
NEW
By using Mario to sell this new puzzle game, Nintendo obviously hoped we'd overlook the bland taste of Yoshi's Cookies. Good, but hardly outstanding.
OVERALL:75%

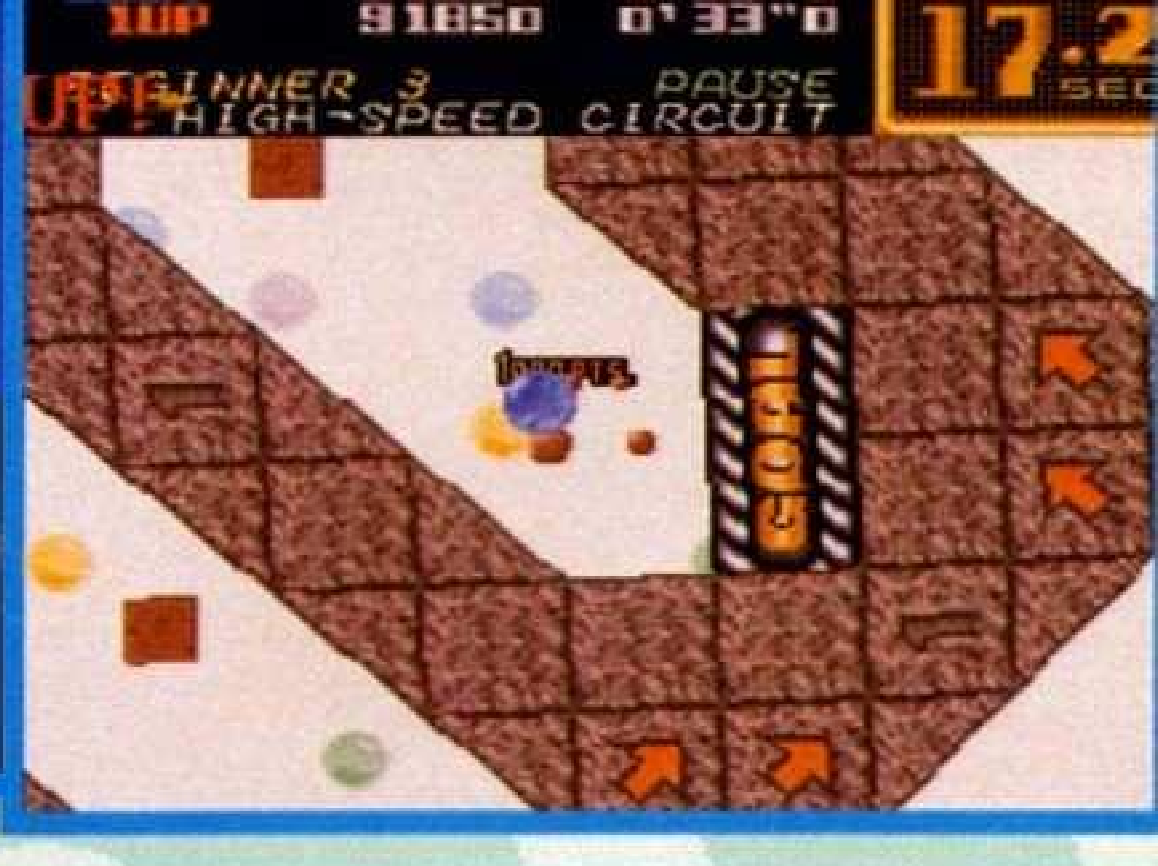
ON THE BALL

BY:BANDAI PRICE:£44.95 REVIEWED:FEB - 82% PLAYERS:2

Known in Japan as Cameltry, On The Ball is a rather unusual puzzler which charges the player with the rather simple-sounding task of getting a ball through a maze within a time-limit. True, this sounds rather dull, but On The Ball uses the Super NES' Mode 7 capabilities to rotate the map around the ball - an effect that has to be seen to be believed. Play is simple and basically involves using the Left and Right buttons to spin the maze and ensure the ball is kept away from the many time-wasting hazards or steered towards any bonuses that are found. On The Ball is an extremely playable little game, but one that is ultimately let down by its simplicity. The courses do get quite tricky, but once a pattern is mastered the game is easily completed and is destined to gather dust for the rest of its life.



▼ Hey, if tilting balls around a maze is your bag this is the game for you, you sad person!



THE FIRST SAMURAI

BY:KEMCO PRICE:£44.95 REVIEWED:APRIL - 62% PLAYERS:1

Long, long ago there was an Amiga game called the First Samurai. Lo, it was written that it was indeed very good, and was soon deemed worthy of conversion to the Super NES. Sadly, the people converting this floppy-based classic neglected to enhance the game to take advantage of the machine's far superior abilities and this resulted in a rather dull Super NES game. The First Samurai mixes platform action with good, old-fashioned swordplay, but loses out in the addiction stakes due to over-long levels and repetitive action. This is a real pity as the first Samurai could have been excellent if it had been 'consolified' properly. As it is, it's just another 'could have been good' title.

▲ Hello, I'm Steve Merret's Mum. Sorry.

▲ Flares are the big thing this year. Ask Steve.

SUPER NINTENDO®

ENTERTAINMENT SYSTEM

IT NOW

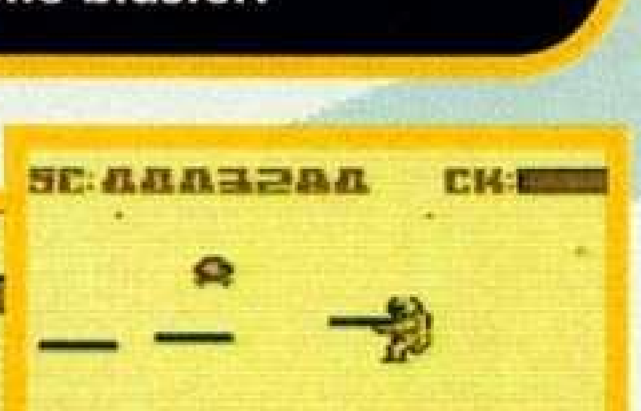
GAME BOY

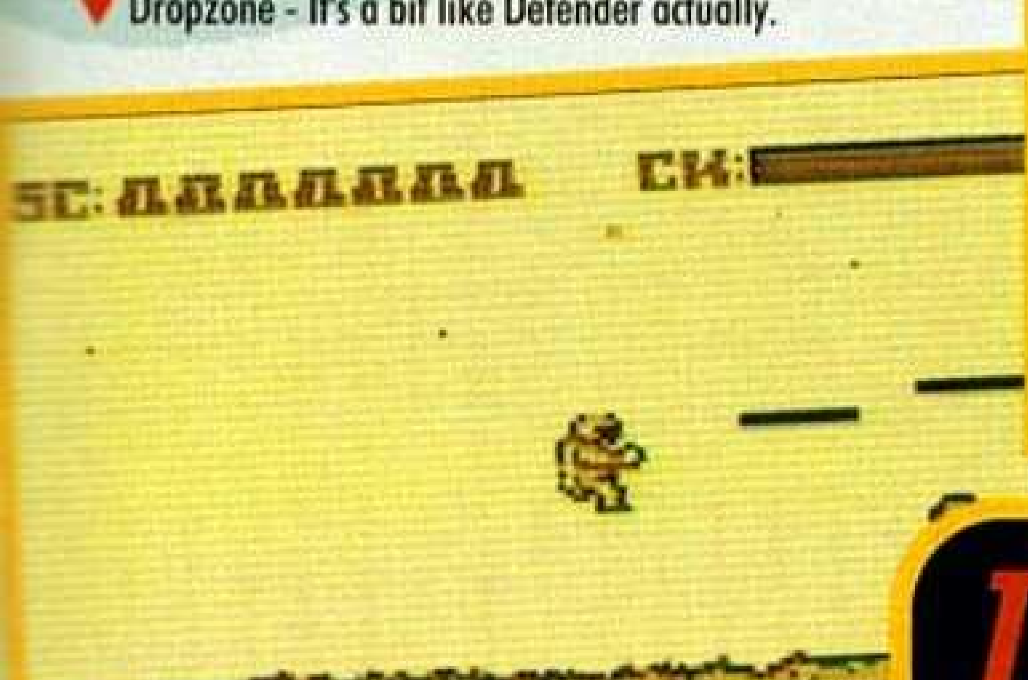
DROPZONE

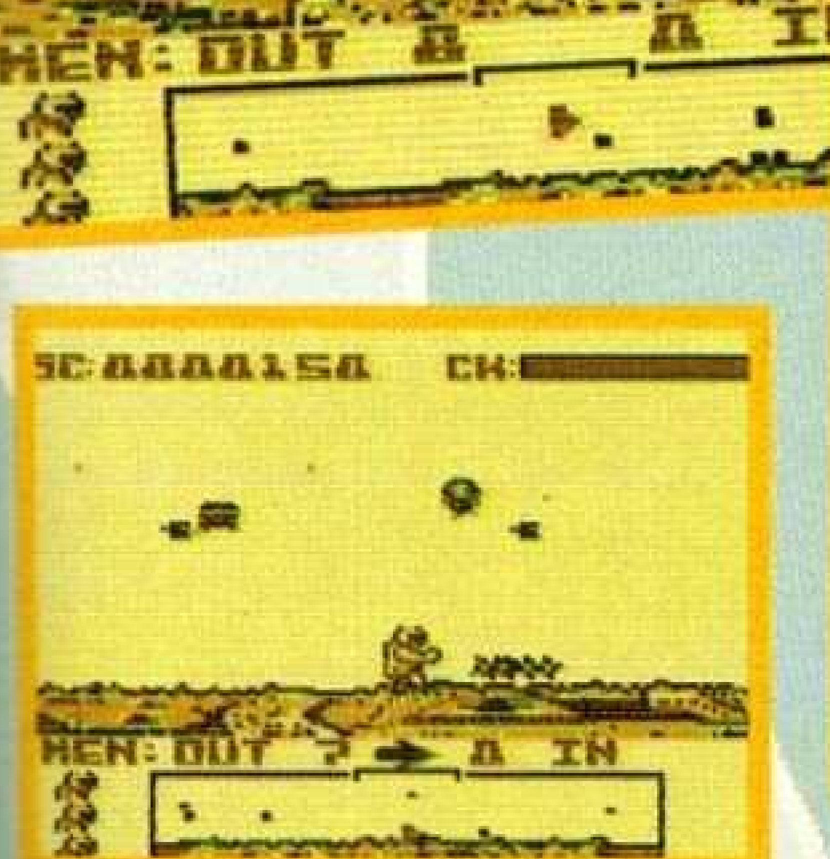
BY:MINDSCAPE PRICE:£24.99 REVIEWED:FEB - 86% PLAYERS:1

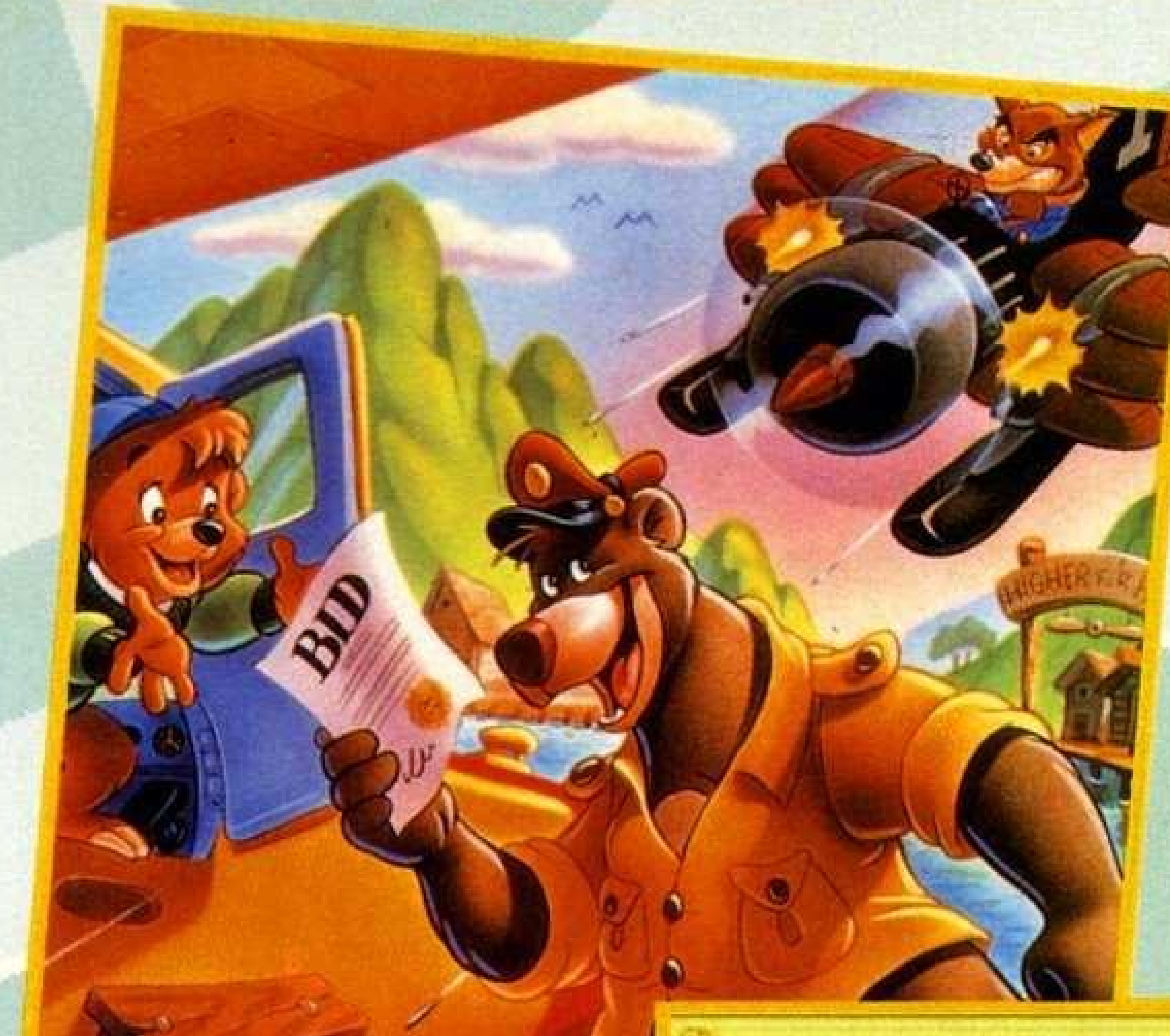
Archer Maclean's classic C64 title hits the Game Boy and seems ideally suited to the hand-held medium. 'Defender with a jetpack' is the best way to describe Dropzone, as it is a horizontally-scrolling blaster with the player controlling a lone spaceman who scours the planet surface in search of eight scientists who have foolishly wandered got lost. In true Defender style, if the aliens get to them first, the scientists are mutated into fast-moving aliens and must be shot - and if all eight are lost the planet is reduced to anti-matter and it's only a matter of time before it's 'game over.' Surprisingly for a game this fast, Dropzone rarely suffers from speed blur and this makes for a brilliant - if limited - little blaster.

▼ Dropzone - It's a bit like Defender actually.





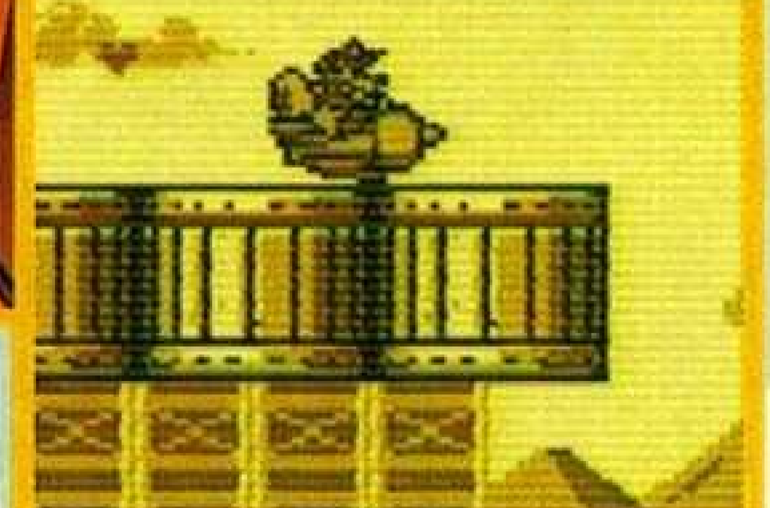


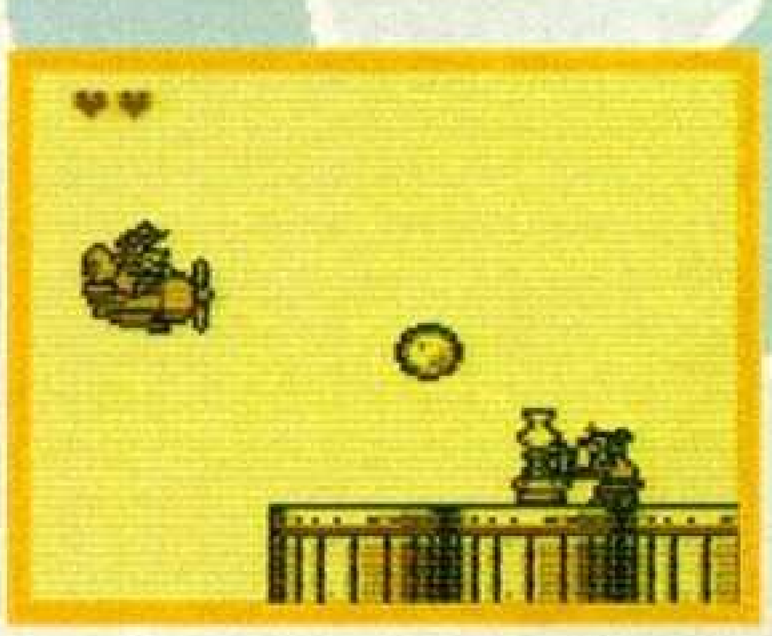


TAILSPIN

BY:BANDAI PRICE:£24.99 REVIEWED:APRIL - 59% PLAYERS:1

Hmmm, Capcom must have had the YTS boys working on this one. Tailspin puts the player in the bearskin of ace pilot and air delivery boy extraordinaire, Baloo. Having left the jungle in order to set up his business, Baloo finds himself in more hot water as the evil pirate, Don Karnage, sets out to nick his cargo. Obviously, Baloo can't let this happen and consequently he arms his plane with a large gun, conveniently paving the way for some of the most tedious blasting action the Game Boy has seen. The action is slow and rarely gets exciting. Tailspin also suffers from dodgy sprite detection to go with its already slow-moving sprites. Not worthy of the Disney name and best avoided.





MARIO ALL-STARS

BY:NINTENDO **PRICE:**£49.99 **REVIEWED:**AUGUST - 95% **PLAYERS:**1-2

Oh come on, it's Mario! Super NES-owning fans of Mario's NES adventures can now enjoy them in full as Nintendo do the business with conversions of Marios 1, 2, 3 and the previously unreleased 'Lost Levels.' True, all this platform hilarity does create a little bit of Mario overkill, and there's not a great deal of excitement to be found in the first Super Mario Bros and the Lost Levels (which prove very repetitive and empty), but the second and third games are well worth a look, with Mario 3 deserving particular credit. This is an excellent compilation and platform fans are recommended to go out and get this as soon as possible.

WORLD 1
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SUPER MARIO
ALL STARS
M-00000
5 GAMES TO
SELECT GAME
SUPER MARIO 3
SUPER MARIO 2
SUPER MARIO

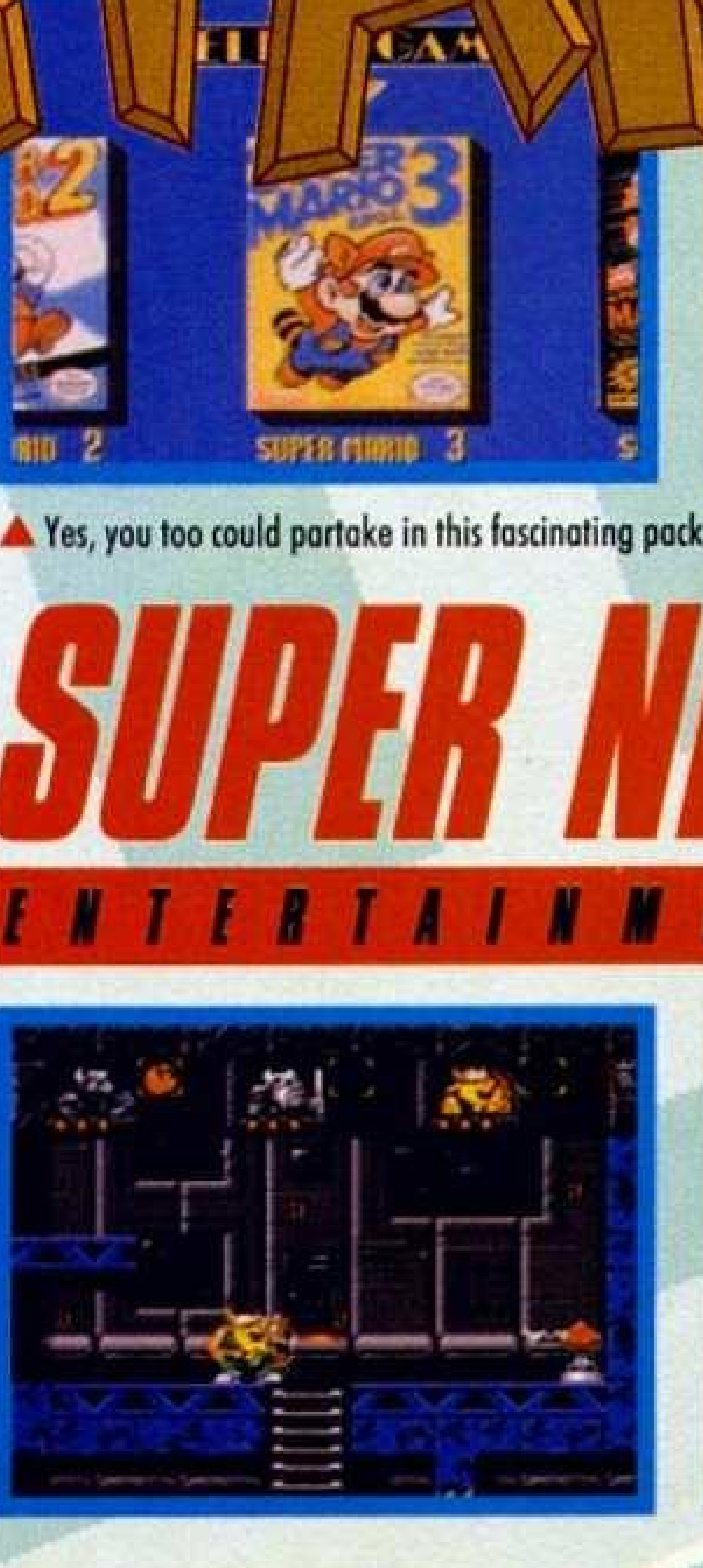
▲ Yes, you too could partake in this fascinating pack-shot sub-game. Simply purchase the cart.

SUPER NINTENDO ENTERTAINMENT SYSTEM

THE LOST VIKINGS

BY:INTERPLAY **PRICE:**£44.95 **REVIEWED:**FEB - 80% **PLAYERS:**1

The one problem with conversions from the Amiga is that they never really push the Super NES enough. Pond's Crazy Sports, The First Samurai, and now Gods have all proved this. Gods was a rather neat platformer which appeared on the Amiga nearly two years ago. Whilst it was indeed one of the most detailed and in-depth platformers to grace the Commodore machine, it's Super NES cousin comes across as too slow and pondering. That said, if you persevere, there's a lot of game in there - it's just a pity it's so slow to get to.



OUT NOW

MICKEY'S DANGEROUS CHASE

BY:BANDAI PRICE:£24.99 REVIEWED:42% PLAYERS:1

Deja-vu or what? Mickey's Dangerous Chase finally makes it to these shores, only find that Ocean's McDonaldland is virtually identical. Mickey's arch enemy, Big Bad Pete, has kidnapped the present Mickey had bought for Minnie - so our big-eared hero rushes off to get it back. However, Pete obviously thinks the present is worth keeping and has left all manner of henchmen to guard him. These vicious critters sap Mickey's strength on contact. To prevent these Mick can either lob a conveniently-placed or simply jump over them. Sadly, Ocean's game is much better than this dismal effort as it contains more variety in its levels and adds trickier platform-based scenes, too. As such, Dangerous Chase looks dated and just isn't worth a buy.

▼ Mickey: Boy, this is a dull screenshot, who on Earth chose it.
Baddie: Aw shaddap you big-nosed git!

▲ Pluto, what's happened to you boy? Why are you growling like that? Put that baby's arm down!

GAME BOY

PUGSLEY'S SCAVENGER HUNT

BY:OCEAN PRICE:£24.99 REVIEWED:94% PLAYERS:1

After appearing on the Super NES and NES in two outstanding platformers, Pugsly finally makes his Game Boy debut. Unfortunately, in attempting to convert the first Mario-esque Addams game on to the handheld, they've scored a bit of an own goal. Pugsly is represented by a large sprite so little else can be seen on screen, consequently it's all too easy to stumble into an oncoming nasty. Similarly, the graphics often become a little indistinct and this proves extremely annoying. After two really good Pugsly games, it's a real shame that Ocean couldn't manage the hat trick, but Game Boy Pugsly is a bit of a dog to say the least.

BIONIC COMMANDO

BY:BANDAI PRICE:£24.99 REVIEWED:FEB - 84% PLAYERS:1

One of Capcom's older coin-ops, Bionic Commando moves over from the NES to the Game Boy in real style. Joe Commando's task is to blast a path through the many platformed levels using whatever weapons he stumbles across and his incredible extending arm to swing from ledge to ledge. It has to be said that we weren't expecting a lot from this conversion, but Game Boy Bionic Commando is a neat little blast and a playable game to boot - as such it is well worth a shufti.

NEXT MONTH

WITH NICE GUY MIKE

We at NMS are not insensitive to the fact that many young people are often under tremendous emotional stress. The problems of growing up are all too often ignored. Not so here. We'd like you to write in with any problems you feel you would like to share, and Mike at the Next month page will do his best to offer you the firm and supportive advice you seek. Write to: Nice Guy Mike, NMS, 30-32 Priory Court, Farringdon Lane, London, EC1R 3AU and don't forget to include your little problem.

THE NMS ADVICE PAGE

ALL MY FRIENDS GET LEGLESS

I had to write to you Mike about the group of friends I hang around with. We are all very fashion conscious but recently it has been getting stupid. It all started one Saturday night when Matt, one of the most popular members of our group, turned up at the local club without his legs. He told us that it was the latest fashion to hack your legs off and that all of the top catwalk models did it these days. Now most of my friends have done the same, usually during woodwork classes at school. Now I really feel pressured into doing the same because they are starting to call me 'little Miss two legs.' They are the most popular group in school and I don't want to fall out with them. Should I hack my legs off? I'm really confused and depressed.
Mandy Richards, Extractor fan.

MIKE: This kind of thing is very typical. Peer group pressure is one of the biggest problems the average teenager has to deal with. You've got to ask yourself Mandy whether these people really are your friends. If they were then they wouldn't make you do anything, they'd just let you be yourself. Only hack your legs off if you want to not because it's supposedly 'trendy' to do so.

DOES SHE LIKE ME

I am a fourteen-year-old boy and I'd co
sider myself popular and good looking.
There's a girl in my school who I really
fancy and recently I've got the suspicion
she likes me too. Her friends are always
giggling when I walk past and one of th
told a friend of mine that she really like
me. She also tends to follow me home
making heavy breathing sounds as she
walks behind me and every time I turn t
look at her she licks her lips invitingly. A
night she always stands outside my bedroom window calling my name as she
dances naked about my garden. Should
make the move and ask her out? If she
says no I'll be really embarrassed. I'm
really confused and depressed.
Michael Aspel Fan, East Cheam

MIKE:Knowing when someone is giving
positive signs is always a tricky business
you get it wrong you tend to feel stupid
and humiliated. The fact is that everyon
suffers rejection - it's unavoidable. I suggest you just go for it. Even if it's a false
alarm at least you know. If she does actu
ally like you (and the fact that one of he
friends has said as much seems to imply
so) then you could have some real fun
together. Don't worry about it, just do it!

I'M COVERED IN MOLES

I really have to speak to someone because I don't think I can take this any more. I have a real problem with moles. I've got loads of them - on my back, my arms, my chest, everywhere! When we have to undress for PE it is particularly embarrassing because the little buggers really dig their claws into me to hang on. I keep drowning them in the bath but when I go to bed at night a whole new batch scurry in from the garden and settle on my body. When I wear baggy clothes they don't notice too much, just the odd rustling, gnawing and foul stench, but people are starting to call me 'the guy with all of the moles curiously attached to his body' and I can't stand it anymore. I'm really confused and depressed.
New Theories In Economic Science fan.

MIKE:Every boy or girl growing up has some bodily problem that really worries them and we all tend to blow things well out of proportion. I bet you no one else notices these moles. You do, of course, because every time you look in the mirror that is what you look for. But remember, other people won't. If you're really bothered try talking to the moles themselves. I'm sure if you reason with them in a mature manner they'll leave of their own accord.

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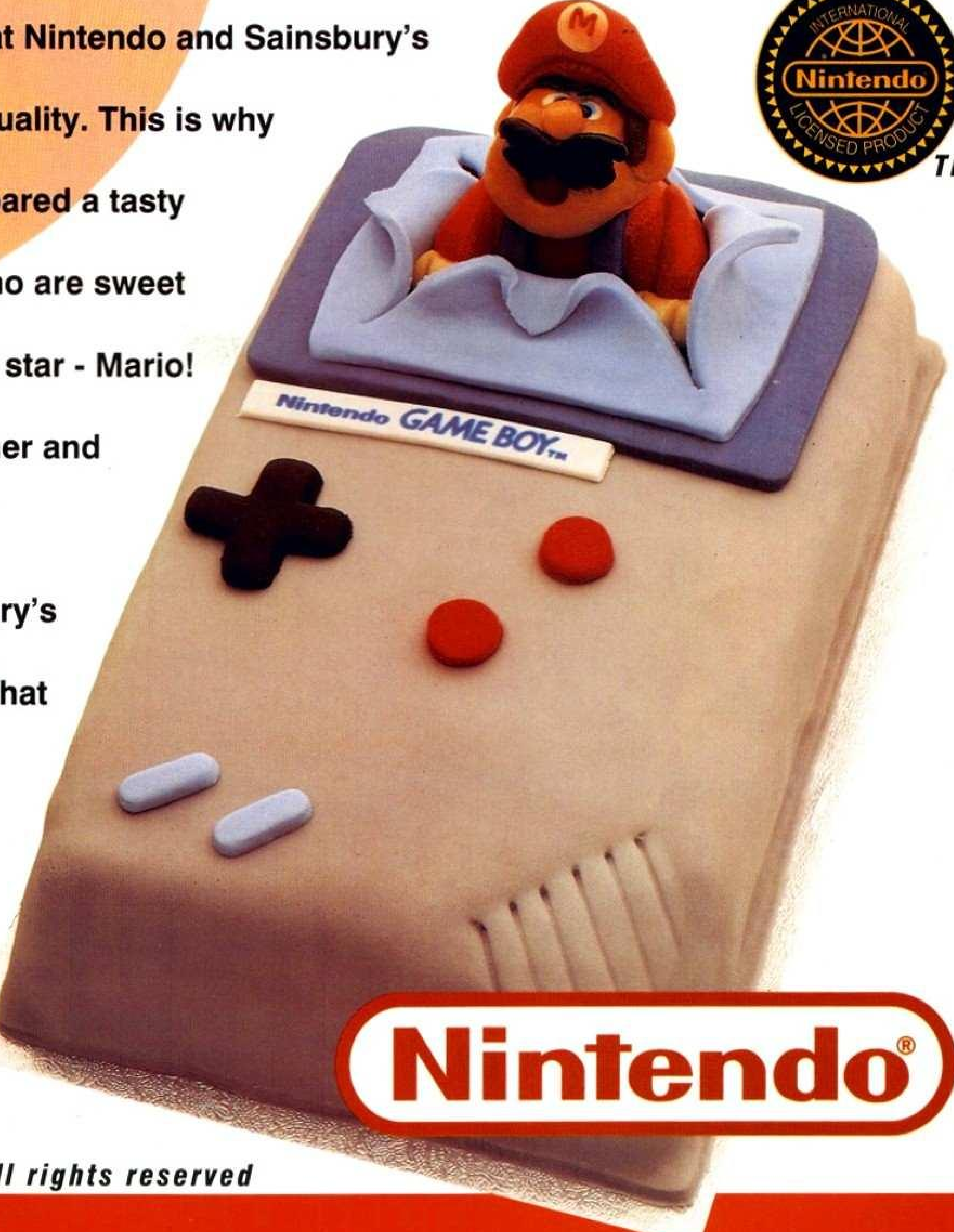

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